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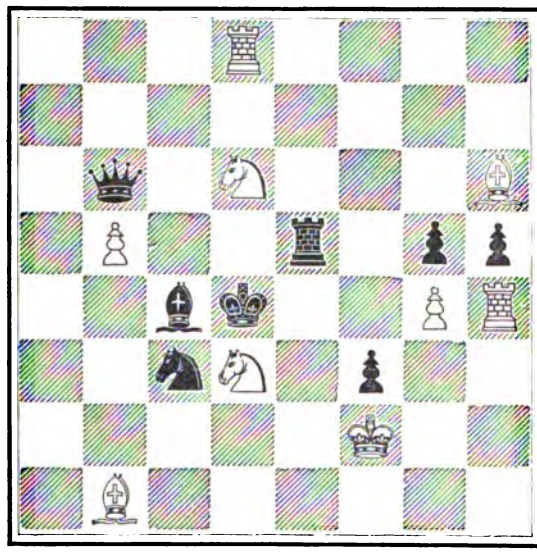
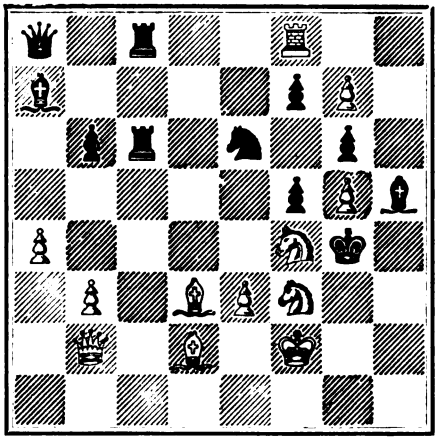


WHITE.

White mates in three moves.

Problem No. 2.

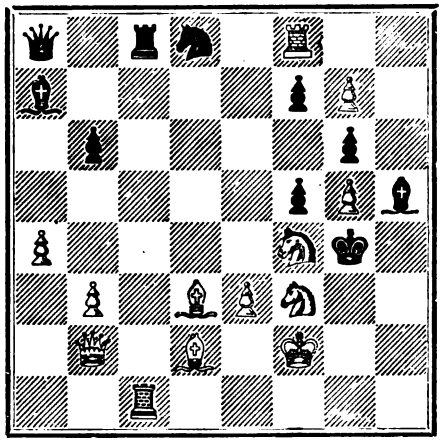


White to play and mate in four moves.

Problem No. 3.

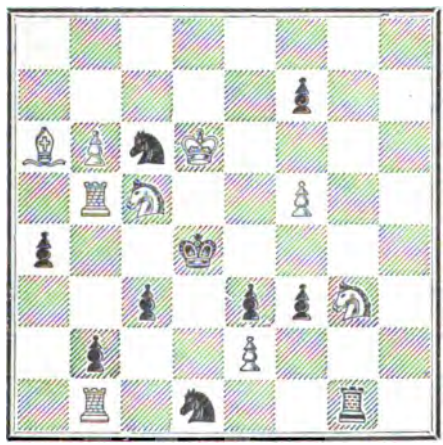
White to play and mate in eight moves.

Problem No. 4.



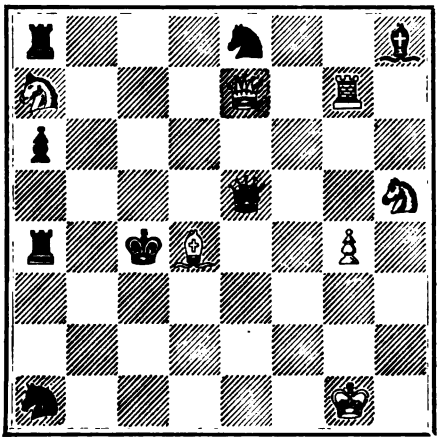
White to play and mate in eleven moves.

Problem No. 5.



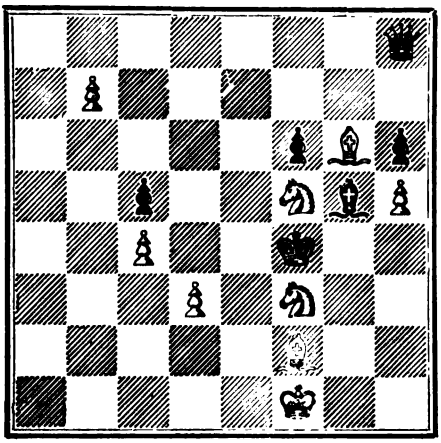
White to play and mate in four moves.

Problem No. 6.



White to play and mate in eight moves.

Problem No. 7.



White to play and mate in three moves.

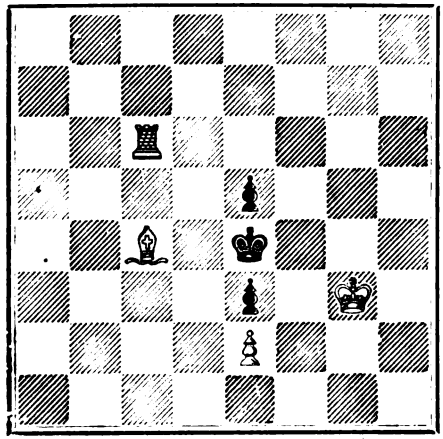
Problem No. 8.

White to play and mate in half a move.

Problem No. 9.

White to play and mate in three moves.

Problem No. 10.

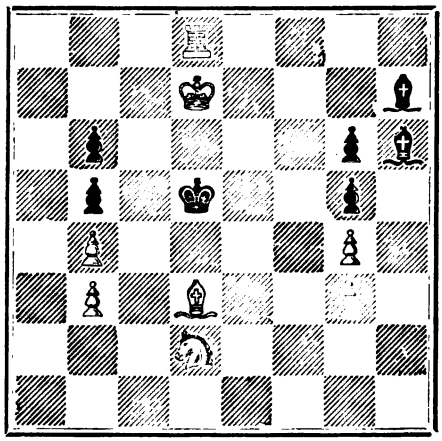


White to play and mate in two moves.

Problem No. 11.

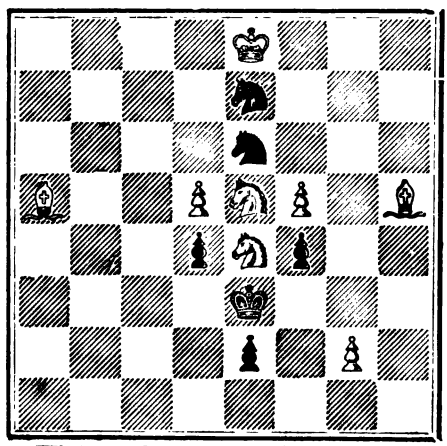
White to play and mate in five moves.

Problem No. 12.



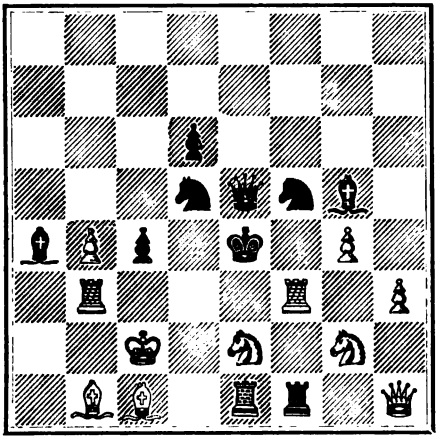
White to play and mate in four moves.

Problem No. 13.



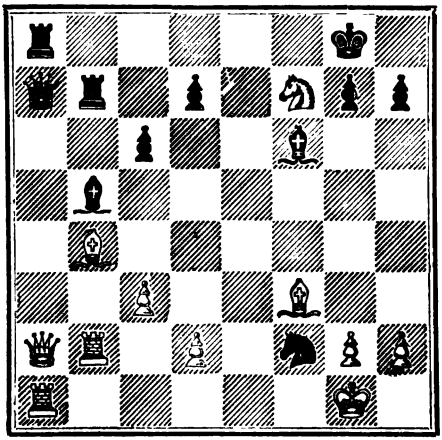
Wh te to play and mate in four moves.

Problem No. 14.



White to play and mate in four moves.

Problem No. 15.

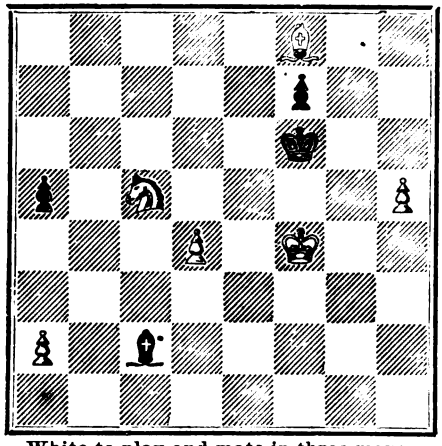


Either to play and mate or draw in three moves.

Problem No. 16.

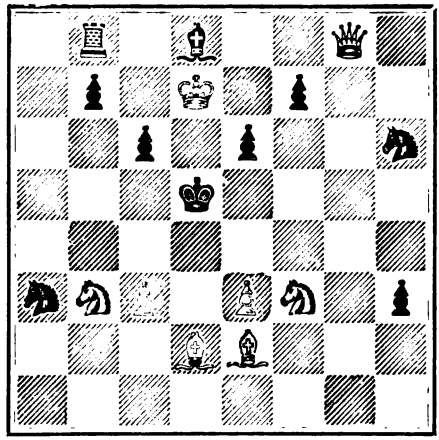
White to play and mate in five moves.

Problem No. 17.



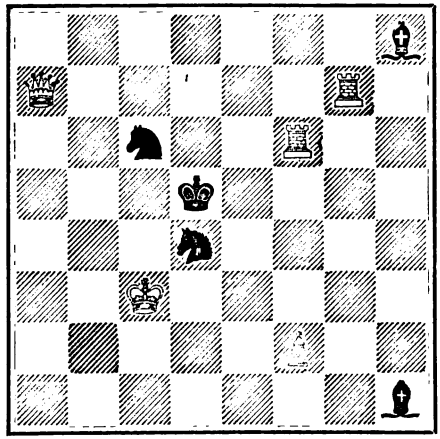
White to play and mate in three moves.

Problem No. 18.



White to play and mate in two moves.

Problem No. 19.



White to play and mate in three moves.

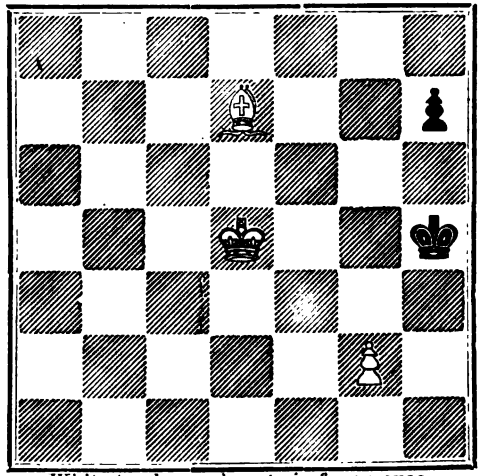
Problem No. 20.

White to play and mate in two moves.

Problem No. 21.

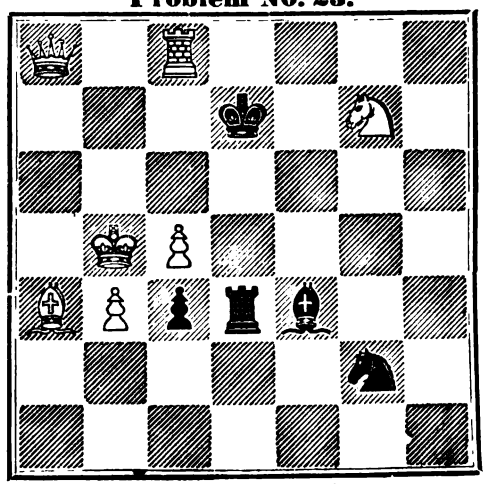
White to play and mate in eight moves.

Problem No. 22.



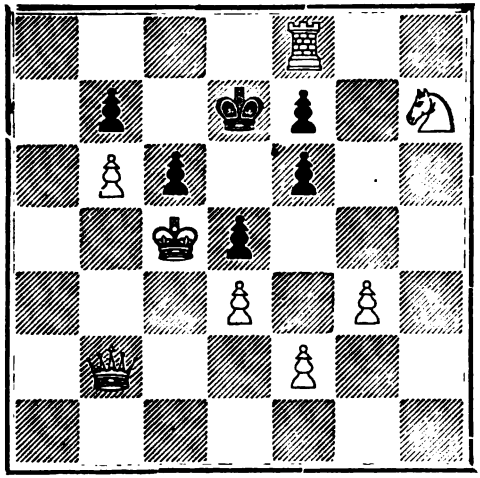
White to play and mate in four moves.

Problem No. 23.



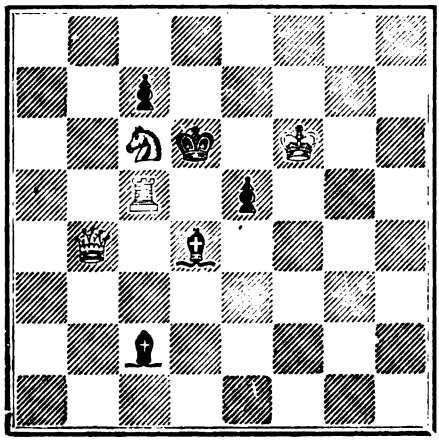
White to play and mate in three moves.

Problem No. 24.



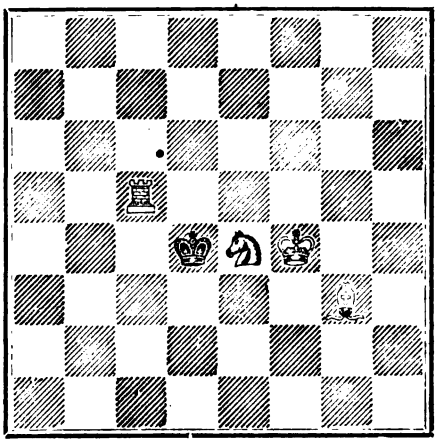
White to play and mate in two moves.

Problem No. 25.



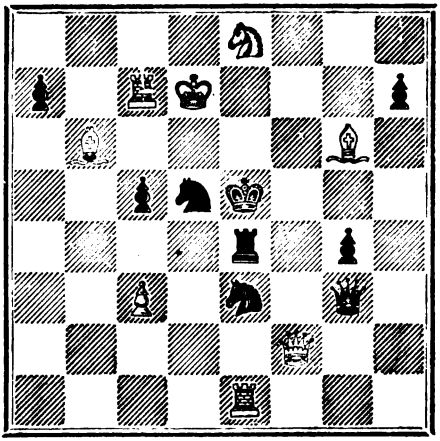
White to play and mate in three moves.

Problem No. 26.



White to play and mate in four moves.

Problem No. 27.



White to play and mate in two moves.

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Dubuque Chess Journal.

LXX. JANUARY, 1876. NO. 70.

Chess in a Blizzard.

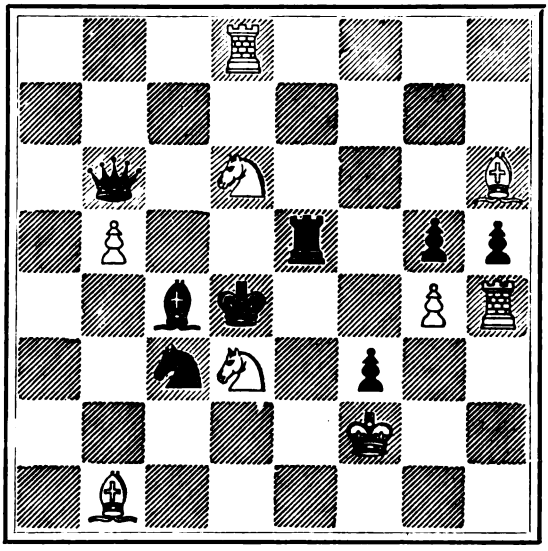
——Not to them the perfect bliss
Of knowing inner things. The wise man, saith
That God, the omniscient Essence, fills all space
And time. He cannot die or end. In Him
All things exist. There is no God but He.
If thou wouldst worship in the noblest way,
Bring flowers in thy hand. Their names are these:
Contentment, Justice, Wisdom. Offer them
To that great Essence—then thou servest God.

(From "God is a Spirit.")

It was the 14th of December that we took the train at St. Paul, Minn., bound for the far west via Sioux City, Denver and Salt Lake. The sun was glistening over the untrodden snow as we left the city that cold clear morning. The white stray smokes that struggled to stay around the chimney tops were gradually left behind, as the iron horse warmed himself up to his fearful work. On, on. Soon the endless prairie was reached; everywhere snow-covered, boundless, sublime. No life was visible outside the cars, save as at lengthened intervals, we passed a lone farm house, with a few shivering cattle drawn up double on the sheltered side of low hay sheds, snow covered. "Good Lord," said a fellow passenger behind me, "who would live here to freeze?" "Good what?" said a heavy built Dacota hunter, opposite, "how can you call him, that made this wilderness of snow, a

good Lord? I tell you, were I a preacher, I'd scare the people with a hell of everlasting ice and snow, and cheer them on to a heaven of sun and warm weather." "Impious man," exclaimed the clergyman of our party, "if thou hast no fear of God in thy heart, respect, at least, our feelings. Whereupon a general discussion ensued upon God and Heaven. Of all disputes, religious controversies are the most disagreeable and unprofitable; so pulling out my pocket chess-board, I was soon lost in trying to compose a problem. In a few minutes the following position was before me:

Problem No. 1268.



White to play and mate in three moves.

By this time the weather had moderated and a few fleecy clouds now and again dimmed the sun, as if he was ashamed to be seen contending so vainly against the freezing cold. The conductor came through the car, announcing that twenty minutes would be given at the next station for dinner, adding "make the most of it, for God knows when we'll get supper, if ever, for there's a blizzard coming." A blizzard is a terrific wind and snow storm occurring in the Northwest, lasting oftentimes, two or three days. At first a fine snow, falling fast, drifts around everything, penetrates everywhere and covers up the road so completely, that woe be to the mortal then caught out on the prairie, a snowy darkness envelopes him, and blinded and bewildered, his only hope is to burrow beneath the snow and await there the passing away of the storm.

The engineer of the train whistled down brakes, and we stopped at an eating house near the railroad track, where, for fifty cents, hot coffee, (water bewitched, and coffee begrudged,) and still hotter soup burned us in our hurry to swallow something, while outdoors, a switch engine kept its bell ringing from the moment of our entering the dining room. Some replenished their brandy bottles, some laid in a supply of crackers and cheese, but one aged lady remained at the house to wait for the blizzard to pass, for, said she, "I've been snowed under once, and that's enough for my rheumatic bones." "All aboard!" and we were off in a jiffy. The smokers had hardly finished their first cigar, when it commenced

to snow, a fine, penetrating snow, that rapidly filled the air and shut the world out from view. As we rushed onward, unmindful of the increasing blast and ever deepening snow, my neighbors renewed their war of words. "Depend upon it," said the clergyman, "man was created that he might know, love and serve God in this world, and be forever happy with him in the next." "Give us a rest, partner", said the Dacotian: "Can man know God?" Certainly, I not only know him, but I can recall the very moment that I first knew him", replied the clergyman. "How is that?" said the hunter, turning to me as I took out my chessboard again, and was preparing to construct another chess problem, "None of your checkerboards here. Solve this problem for us, and we'll solve all your nonsense on the squares afterwards." "The poet has told my convictions in these beautiful lines, my friends," replied the Kentuckian, "and if you wish to hear them, listen:"

The True God.

God is the one great all. Can such as he
Eternal Being, see our praise or prayer
In outward acts? If thou would'st worship Him,
Lift up thy heart—in spirit serve thy God.
Some bow themselves, lie prostrate on the earth,
In meditation spend their days. Some tell
Their beads in prayers, or mantras whisper oft,
Pay dues at sacred shrines. All this is naught.
External objects cannot help. They bring
Great grief to those who trust them. Life is thine,
And endless bliss, if thou wilt look within.
God may be seen in spread-out space; yet I.
Who looked so long, quite failed to catch the sight,
And darkness held me fast in life-long pain.

* * * *

Though He doth dwell in everything, the fool
Discerneth not. From him the God-head hides.

* * * *

For God hath neither form nor earthly frame.
A spirit only. Nor is there any priest
But he that teacheth thus of Deity.
In majesty and bliss, in glory vast,
The great Intelligence pervades and fills
Each part of all the universe.

* * * *

The wise man sees that living souls surround
His life, and one Intelligence doth rule
In all. He turns with sad and loathing soul
From penance, meditation, outward rites,
And all the cant of sects—from unreal things
That can but bar the road to peace and bliss—
Becomes the loving servant of the truth,
Disciple of a real and faithful priest.

"Alas! friend," said the clergyman, "Do you then deny the great truths of revelation? What is man, that he should know aught of the great mysteries that surround him, were he not informed by the sacred writings of the inspired writers? How, but by revelation, know the Heaven-born plan of redemption? Man is fallen; unaided by divine grace, death drags him to hell, but hear, repent and believe, and he can gain Heaven."

"If you please, Reverend Sir," interrupted a middle-aged, intelligent looking woman opposite, "I should like to talk a little about that word Heaven, for although there are so many traditions and beliefs about Heaven, that it might seem presumptuous for me to speak, yet I cannot help my thoughts. Shall we ever meet again in that far off, beautiful world of which the poet dreams and the eloquent divine discourses, I know not; for who has returned from the tomb to tell us of the secrets beyond the charnel house; who has returned to tell in what manner he was in-

troduced into the fearful presence of eternity? There are theories that may encourage the weak minded and solace the dying soul with cheering hope, but they all vanish before the stern reality of impartial criticism.

Man is hardly aware of his existence in this busy, seething world of ours, before the heavy hand of Nature is upon him, and he is hurled hence (never to return) as so many myriads of myriads have been before. From dust to dust is his fate. Oceans of eloquence, millions of pages, the inspired pen of the evangelist and the dulcet harp of the prophet, nay, an expiring God at whose death all nature was convulsed, the sun darkened and the rocks rent, all, all fail to stop the sad and mournful procession that from the cradle to the grave are hurried doubting onward."

"O! you hypocrite," said the clergyman's wife, does not all Nature prove there is a God? The lily of the valley, the proud oak of the forest, the vast solitude of the desert, the angry roarings of the untiring ocean wearing away the surf beaten rocks; nay, does not this very snow storm prove that there is a God o'er ruling, directing all." Then in a clear voice, she sang this hymn:

Stand up, and bless the Lord,
Ye people of his choice;
Stand up, and bless the Lord your God
With heart, and soul, and voice.

Though high above all praise,
Above all blessings high,
Who would not fear his holy name
And laud, and magnify.

Oh, for the living flame,
From his own altar brought,
To touch our lips, our souls inspire,
And wing to heaven our thought.

God is our strength and song,
And His salvation ours;
Then be His love in Christ proclaimed
With all our ransomed powers.

Stand up and bless the Lord;
The Lord your God adore;
Stand up and bless His glorious name,
Henceforth, forever more!

At this juncture, the roaring of the storm caused us to look abroad, and we found the cars hardly moved. Soon, all motion stopped. A terrible blizzard was upon us. We were snow-bound, snow-fast, for perhaps days. "How will this life end?" asked one. "Alas," said I. "who can tell? Man will never know his destiny in this world. Will he awake from his slumber in the grave, or shall his identity, that was an hundred years ago, now lost, still be right on, an hundred years hence? are problems in an infinite number of moves, that no one can solve. Let us leave these fearful enigmas, and turn to things we can comprehend. Here is a problem where the Black King, like man, is doomed, a problem, whose solution admits of sensible, uncontrovertible proof. They crowded around as I set up the following:

Problem No. 1269.

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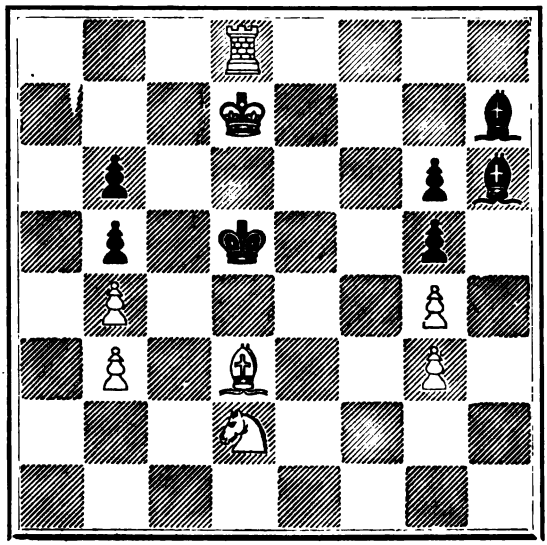
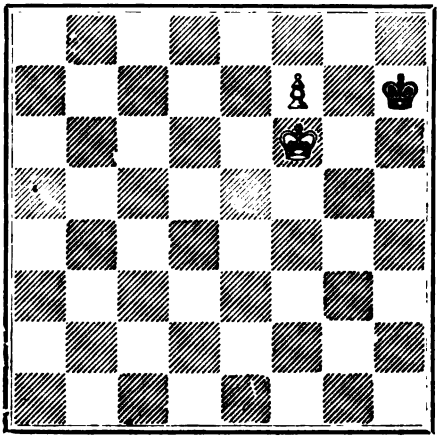


WHITE.

White to play and mate in four moves.

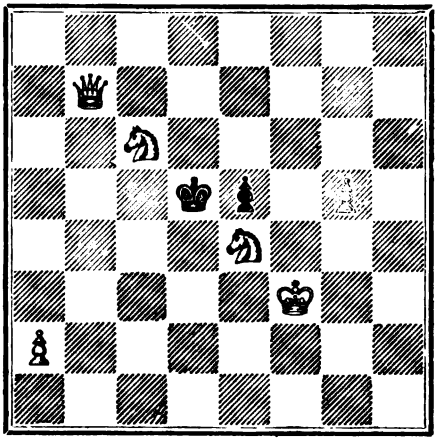
Fortunately there were several chess amateurs on board the train, and soon a mutual acquaintance was formed, that almost made us forget we were snow-bound, and that for hours at a time made us unmindful of the terrific snow gale without. A collection of problems was soon found, some of which are here respectfully submitted to the readers of the JOURNAL.

Problem No. 1270. By Regis Chauvenet.



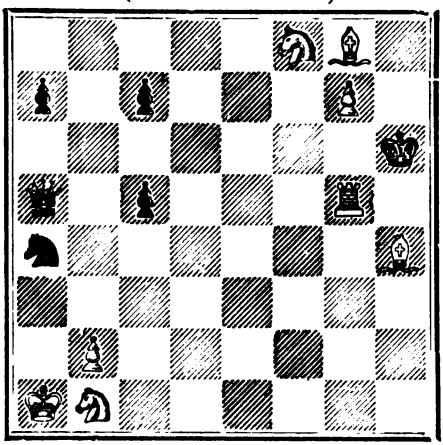
White to play and mate in two moves.

Problem No. 1271. By George W. Taylor.



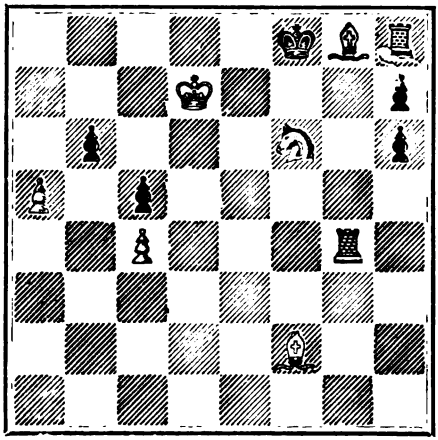
White to play and mate in two moves.

Problem No. 1272. By Robert H. Seymour.
(His First Problem.)



White to play and mate in two moves.

Problem No. 1273. By Geo. H. Thornton.



White to play and mate in two moves.

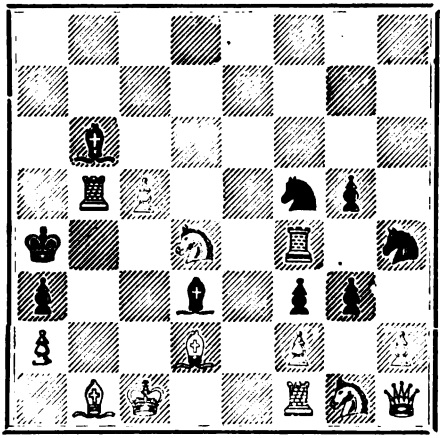
Problem No. 1274. By Dr. A. Ortman.

White to play and mate in two moves.

Problem No. 1275. By G. Bracher.

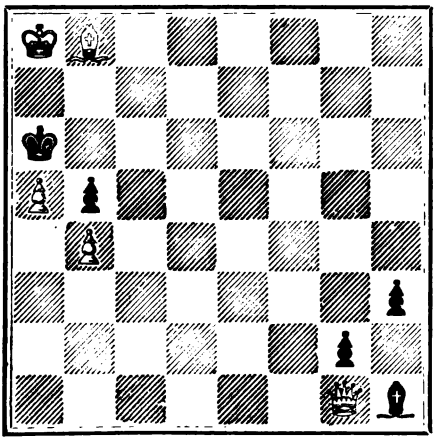
White to play and mate in two moves.

Problem No. 1276. By Harry Boardman.
RESPECTFULLY INSCRIBED TO O. A. B.



White to play and mate in two moves.

Problem No. 1277. By C. H. Wheeler.



White to play and sui-mate in two moves.

Problem No. 1278. By B. S. Barrett.
of Brooklyn.

White to play and mate in three moves.

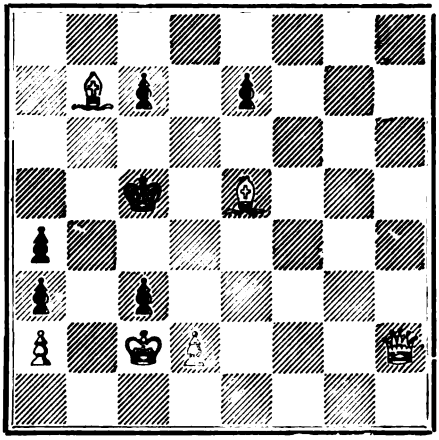
Problem No. 1279.
MOTTO:—"Git a plenty while you're gittin."

White to play and mate in three moves.

Problem No. 1280. By F. W. Martindale.

White to play and mate in three moves.

Problem No. 1281. By Geo. H. Thornton.



White to play and mate in three moves.

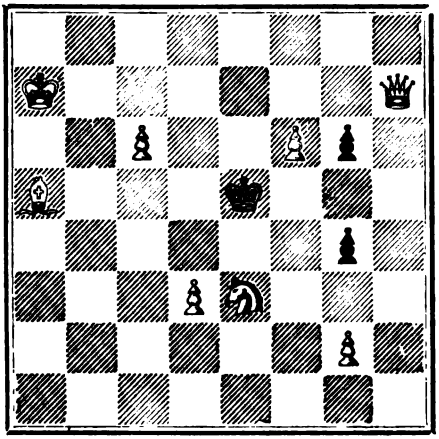
Problem No. 1282. By Richard Lacy.

White to play and mate in three moves.

Problem No. 1283. By G. Breitenfeld.

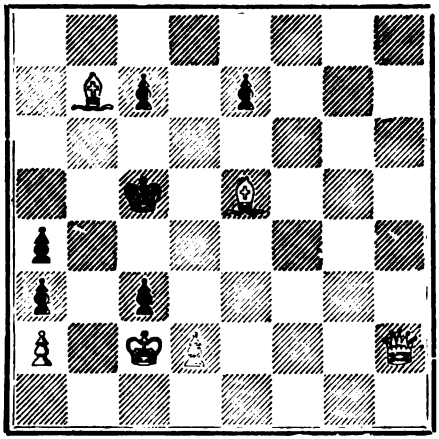
White to play and mate in four moves.

Problem No. 1280. By F. W. Martindale.



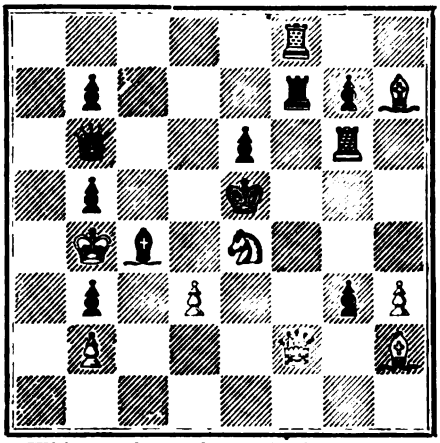
White to play and mate in three moves.

Problem No. 1281. By Geo. H. Thornton.



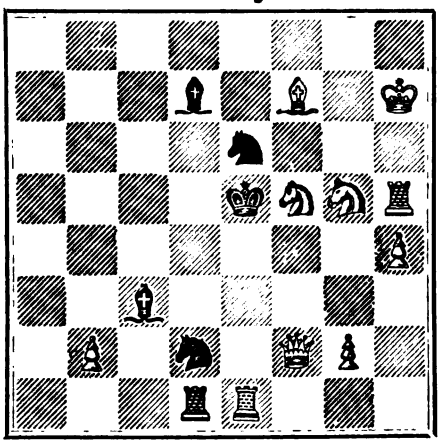
White to play and mate in three moves.

Problem No. 1282. By Richard Lacy.



White to play and mate in three moves.

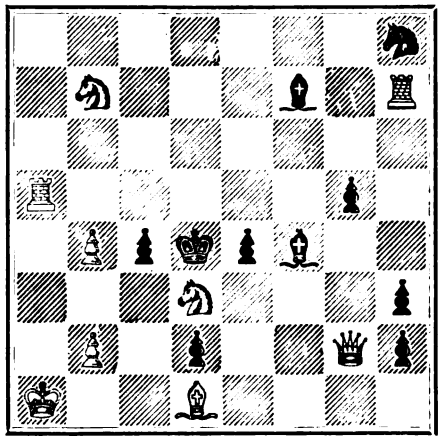
Problem No. 1283. By G. Breitenfeld.



White to play and mate in four moves.

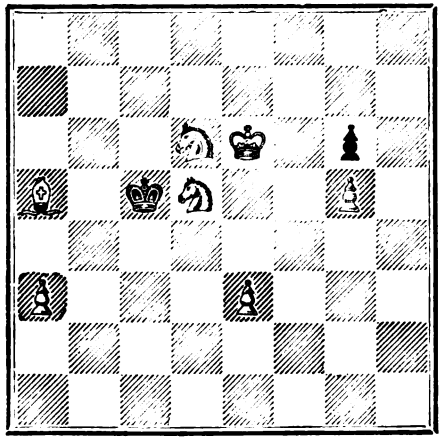
Problem No. 1284. By P. G. Toepfer.

A Corrected Version of No. 1060.



White to play and mate in four moves.

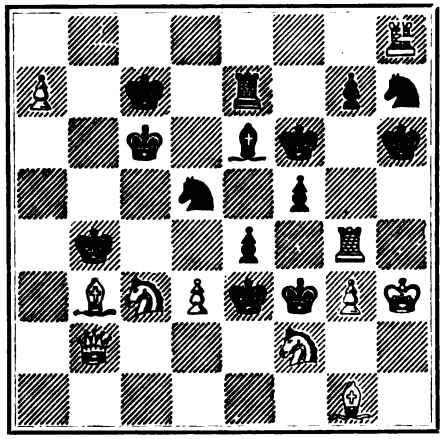
Problem No. 1285. By Geo. E. Carpenter.



White to play and mate in five moves.

Problem No. 1286.

From the Russian Illustrated Papers, "Golos," "the Bell."



White to play and mate all the seven Black Kings at once, in six moves.

Problem No. 1287.

End Game in actual play—H. M. Somerville—Prof. McIntosh.

White announces mate in four moves.

International Chess Congress.

PHILADELPHIA, Pa., Dec. 1st, 1875.

To the Chess Players of the World:

As required by the Constitution of the American Chess Association, we hereby give notice that a Grand International Chess Tournament, open to the world, will be held in Philadelphia, Pa., U. S. A., and commence on July—, 1876.

The rules of play and other matters pertaining to this Tournament, were adopted at the Third American Chess Congress, held in Chicago, in 1874.

The funds to make this event a proper success, must all come from voluntary contributions. A grand contest for the championship of the world, will be a spectacle of deep interest to all friends of the fine art of Chess. We appeal to all chess-players to contribute as liberally as possible in aid of this cause. We hope every lover of the king of games in the United States will feel it his especial duty, to aid in raising a fund that will attract the best players in the world to this Tournament. American players should do all in their power to make the Centennial Chess Tournament the grandest event in the annals of the game.

Several of the best players from abroad have signified their willingness to enter the Tournament, provided, prizes of sufficient magnitude were offered to justify the necessary risk and expense.

Contributions of one dollar or upwards will be accepted. Those who contribute five dollars, will receive a certificate of membership, and a copy of

the Constitution, By-Laws and Rules of play of the Association.

Contributors of twenty dollars or upwards, will be entitled (in addition to the above,) to visit the rooms of the Association without charge during the progress of the Tournament.

Should twenty individuals, or Chess Clubs, each contribute one hundred dollars or upwards, a printed copy of each game in the Tournament will be mailed to their address, the day after it is played.

Should the amount contributed warrant, a beautiful memorial book of the Tournament will be published, containing all the games, problems, and such other matter as may be deemed of interest to Chess players.

This work will be sent without charge to all contributors of ten dollars or upwards.

Contributions should be forwarded as soon as possible, to enable the Association to perfect the necessary arrangements. Those who intend contributing, are urged to do so before May 1st, 1876.

Players who enter the Tournament will be expected to assist in perfecting the laws of the game, adopting a problem code, and act upon any other matters pertaining to the general interests of the game, which should be settled at a World's Chess Congress.

It is hoped and believed that this Tournament will permanently benefit all departments of Chess. Let all friends of the game improve this opportunity to perfect, benefit and popularize our noble game. All matters connected with the game, will receive

proper attention from this World's Chess Congress.

We trust that every chess player in the world will contribute materially to the aid of this effort in the cause of our cosmopolitan game.

PROBLEM TOURNAMENT.

As many chess players take a deep interest in this department of the game, we invite special contributions to enable the Association to hold a grand International Problem Tournament. Those who desire any portion of their contribution devoted to this Tournament, will please so state when they remit.

To Problemists: The funds contributed will be divided into four Special, and five Grand prizes. This Tournament is open to the World.

Those who compete for the grand prizes must send in duplicate four regular problems, respectively, in two, three, four and five moves.

The Special prizes will be awarded to the best two, three, four and five move problems in the competing setts. Each sett must be accompanied with an entrance fee of five dollars in gold.

The problems and entrance fee should be sent in an envelope, subscribed with a motto; another envelope should be sent subscribed with the same motto, containing the composer's name.

In the absence of an authorized problem code, the following regulations will be observed. Matters not covered by these regulations, will be left to the discretion of the committee of adjudication:

Problems heretofore published, those that are imitations, alterations or new versions of those here-

tofore published, those that have no solution, or a solution totally different from the author's, those that have more than one King, one Queen, two Rooks, two Bishops, two Knights or eight pawns in the original position, will be excluded from the competition.

All problems in other respects in harmony with the rules of play established by this Association, will be admitted into the competition.

SPECIAL PRIZES.

1st,	for the best	five move	Problem,	$25 00	Gold.
2d,	" "	four	"	20 00	"
3d,	" "	three	"	15 00	"
4th,	" "	two	"	10 00	"

The balance of the problem fund will be divided into five grand prizes.

For the best sett,	1st grand prize,	2 5	of the fund.	
Second " "	2d "	2-5	of remainder.	
Third " "	3d "	2-5	"	
Fourth " "	4th "	2-5	"	
Fifth " "	5th "	all	"	

Setts for competition should be sent to the Secretary before July 1st, 1876. They will be published in the leading Chess Magazines. They will be published three months previous to the first decision. Sixty days after that decision is published, with the reasons on which it is founded, the final award will be made.

Contributions and communications for the Association should be addressed to JAMES ROBERTS, Sec., A. C. A., Central Bank, Philadelphia, Pa., U. S. A.

Chess editors throughout the world are cordially invited to publish this call at the earliest possible

date, and to lend their powerful aid to assist the Association in fulfilling its mission. Chess editors who have not received a copy of the Constitution, &c., can obtain them without charge from the Secretary.

Chess editors who publish this call or allude to the Association between now and the meeting of the Tournament, will confer a favor by sending copies of their periodicals to J. A. CONGDON, Pres., A. C. A., 334 Herr St., Harrisburg, Pa., U. S. A. By order of the executive committee.

Respectfully yours,

J. ROBERTS, Sec. A. C. A.

J. A. CONGDON, Pres A. C. A.

International Correspondence Tourney.

The arrangements for this interesting contest are now complete, viz: *United States* versus *Canada.*

J. H. Beebe, Manchester, Vt., vs J. T. Wylde, Halifax, N. S.

Wm. J. Berry, Beverly, Mass., vs F. T. Jones, Toronto.

E. R. Blanchard, 413 Broadway, New York, vs J. G. Hands, London.

Charles H. Blood, Biddeford, Maine, vs R. H. Ramsey, Cobourg.

Rev. J. A. Boll, Gettysburg, Pa., vs E. Geo. Patterson, St. Catherines.

D. T. Brock, Tribune Office, Chicago, Ill., vs C. S. Baker, Galt.

L. T. Brown, P. O. Box 27, Cranbury, N. J., vs H. Stephens, Hamilton.

Rev. L. W. Davis, Oconomowoc, Wis., vs J. W. Beaty, Toronto.

Dr. H. W. Fannin, Oak Lodge, Choctaw Nation, Indian Territory, vs John Young, Toronto.

Mrs. J. W. Gilbert, Hartford, Conn., vs A. Hood, Wroxeter.

J. C. Gore, Hannibal, Mo., vs T. W. Nash, Kingston.

J. K. Hanshew, Frederick, Md., vs Wm. Neish, Kingston.

Charles Jacobus, Matawan, N. J., vs T. D. S. Moore, London.

J. A. Kinnier, P. O. Box 182, Lynchburg, Va., vs Wm. F. Mackay, Hamilton.

F. W. Martindale. Petersboro, N. Y., vs Herbert Boggs, Cobourg.

J. B. Munoz, P. O. Box 5281, New York, vs J. H. Gordon, Toronto.

P. O'Farrell, Hartford, Conn., vs H. Northcote, Toronto.

A. Oldack, P. O. Box 1115, Middletown, Conn., vs Wm. Atkinson, Montreal.

I. Edward Orchard, Columbia, S. C., vs H. J. Ruttan, Cobourg.

Arthur Peter, Lexington, Ky., vs J. E. Narraway, St. John, N. B.

D. C. Rogers, Antisdel House, Detroit, Mich., vs Dr. I. Ryall, Hamilton.

J. C. Romeyn, Rondout, N. Y., vs H. Robertson Collingwood.

L. R. Settle, Lebanon, Tenn., vs Geo. Barry, Toronto.

W. A. Shinkman, Grand Rapids, Mich,, vs J. Henderson, Montreal.

Charles H. Wheeler, Englewood, Ill., vs Fred. W. Betts, Kingston.

R. L. C. White, Lebanon, Tenn., vs W. Flint Jones, Belleville.

Norman Willett, Decorah, Iowa, vs Robert T. Burns, Kingston.

R. L. Willing, 1820 Pine St., Philadelphia, vs H. J. Rose, Toronto.

R. D. Updegraff, Cleveland, O., vs Wm. Braithwaite, Unionville.

There are still unmated a few American players. If any of those wishing to engage on the Canadian side have inadvertantly been omitted by us, we shall be happy to rectify the omission.

It may be as well to repeat the terms of the Tourney :—

Each player will play two games with one antagonist, in one of which he will have first move. (For the sake of distinction, those games in which the American players have first move, shall be called No. 1 games.)

The side scoring the greatest number of games to be the victors, won games only to be counted, drawn to be disregarded.

No prizes will be given, and no entrance fee charged.

It is understood, as a matter of course and of honor, that players are not to accept any assistance other than from books.

(From the Toronto Globe.

Regular Games.

CHESS NOTATION.—We use in this Journal the American Notation or abbreviation, viz: K for king, roi, rex or koenig Q for queen, dame or regina; R for rook, castle, or tour; B for bishop, fou, laufer or alfiere; S for springer, knight, horse or cavalier; P for pawn, pedona, bauer or pion.

The following nine games, hitherto unpublished, were contested in New Orleans about nine years ago.

GAME NO. 570. (Evans Gambit.)

(Contested Nov. 7th. 1866.) Remove the first player's QS.

Paul Morphy.	C. A. Maurian.
1 P K 4	1 P K 4
2 S KB 3	2 S QB 3
3 B B 4	3 B B 4
4 P QS 4	4 B×SP
5 P QB 3	5 B B 4
6 Castles	6 P Q 3
7 P Q 4	7 P×P
8 P×P	8 B S 3
9 B S 2	9 QS R 4
10 B Q 3	10 S K 2
11 S S 5	11 Castles
12 P KB 4	12 P KB 3
13 S B 3	13 P QB 4
14 K R 1	14 P×P
15 P KB 5	15 P Q 4
16 S KR 4	16 S B 5
17 B×S	17 P×B
18 R KB 3	18 Q Q 3
19 R KS 3	19 B Q 2
20 B B 1	20 P Q 6
21 B R 6	21 R B 2
22 Q KR 5	22 B KB 7
23 R KS 4	23 P Q 7

24 R Q 1	24 P QB 6
25 R KB 4	25 P QB 7
26 R×B	26 P×R (Q)+
27 Q×Q	27 B Q R 5
28 Q×P	28 Q×Q
29 B×Q	29 R Q 1
	Black wins.

GAME No. 571. (K S Gambit.)

Contested Nov. 11, 1866. Remove first player's Q S.

Paul Morphy.	C. A. Maurian.
1 P K 4	1 P K 4
2 P KB 4	2 P×P
3 KS B 3	3 P KS 4
4 B B 4	4 B S 2
5 P KR 4	5 P KR 3
6 P Q 4	6 P Q 3
7 P QB 3	7 P KS 5
8 QB×KBP	8 P×S
9 Q×P	9 B K 3
10 P Q 5	10 B Q 2
11 Castles Q R	11 P QS 4
12 B QS 3	12 Q KB 3
13 QR K 1	13 P KR 4
14 P K 5	14 Q×B
15 Q×Q	15 B KR 3
16 P×QP +	16 K B 1
17 Q×B+	17 R×Q
18 P×BP	18 S QR 3
19 P Q 6	19 R×P
20 R Q 1	20 R×R+
21 R×R	21 K K 2
22 B×BP	22 S B 3
23 B Q 5	23 R KB 1
24 R K 1+	24 K Q 3
25 B KB 3	25 S×P

26 R Q 1 +	26 K K 2
27 R K 1 +	27 K B 2
28 R K 5	28 B S 5
29 R QB 5	29 R QB 1
30 B S 7	30 S Q 2
31 R × RP	31 B × R
32 B × R	32 K K 3
33 K Q 2	33 S Q 4
34 P QS 3	34 K Q 3
35 P QB 4	35 P × P
36 P × P	36 KS QS 3
37 P × S	37 S × B
	Black wins.

GAME No. 572. (Evans Gambit.)

Remove first player's Q S.

Paul Morphy.	C. A. Maurian.
1 P K 4	1 P K 4
2 S KB 3	2 S QB 3
3 B QB 4	3 B QB 4
4 P QS 4	4 B × SP
5 P QB 3	5 B B 4
6 Castles	6 P Q 3
7 P Q 4	7 P × P
8 P × P	8 B QS 3
9 P Q 5	9 S QR 4
10 P K 5	10 S × B
11 Q R 4 +	11 B Q 2
12 Q × S	12 S K 2
13 R K 1	13 Castles
14 B KS 5	14 R K 1 (*a*)
15 P K 6	15 B QB 1
16 P × P +	16 K × P
17 Q KB 4 +	17 K S 1
18 Q KR 4	18 K B 1
19 Q × RP	19 Q Q 2

20 B×S +	20 R×B
21 S S 5	21 B×P+
22 K R 1	22 R×R+
23 R×R	23 B×R
24 Q R 8+	24 K K 2
25 Q×SP +	25 K Q 1
26 S K 6+	26 Q×S
27 P×Q	27 QB×P
28 Q B 8 +	28 K Q 2
29 Q×R and wins	

[a] P KB 3 is a better move.

GAME No. 573. (Evans Gambit.)

Remove first player's QS.

Paul Morphy.	C. A. Maurian.
1 P K 4	1 P K 4
2 S KB 3	2 S QB 3
3 B QB 4	3 B QB 4
4 P QS 4	4 B×SP
5 P QB 3	5 B QB 4
6 Castles	6 P Q 3
7 P Q 4	7 P×P
8 P×P	8 B QS 3
9 P Q 5	9 S QR 4
10 P K 5	10 S×B
11 Q R 4+	11 Q Q 2
12 Q×S	12 S K 2
13 R K 1	13 Q KS 5
14 R K 4	14 Q KS 3
15 P×P	15 P×P
16 Q K 2	16 B Q 1
17 S KR 4	17 Q KB 3
18 B QS 2	18 Q KS 4
19 Q QS 5+	19 K B 1
20 QR K 1	20 P QR 3
21 Q K 2	21 B Q 2

22 S KB 3	22 Q×QP
23 R×S	23 B K 3
24 B×SP+	24 K×R
25 R Q 1	25 Q×RP
26 Q K 4	26 B QB 2
27 Q KR 4+	27 K Q 2
28 S K 5+	28 K K 1
29 S S 4	29 B Q 1
30 S KB 6+	30 B×S
31 B×B	31 R KS 1
32 Q QS 4	32 Q QB 7 (*a*)
33 Q×QP	33 R×P+
34 K×R	34 Q QB 3+
35 Q×Q	35 P×Q
36 K S 3	36 B Q 4
37 K B 4	37 K Q 2
38 R KS 1	38 R K 1
39 R S 7	39 R K 7
40 R×RP	40 R×P+
41 K K 5	41 P QR 4
42 R R 8	42 P R 5
43 R QR 8	43 B S 6 (*b*)
44 P KR 4	44 R K 7+
45 K B 4	45 R KS 7
46 K K 5	46 R K 7+
47 K B 4	47 B Q 8
48 R Q 8+	48 K K 3
49 R×B	49 K×B
50 R Q 6+	50 K S 2
51 R×P	51 P QR 6
52 R QR 6	52 R QR 7
53 K S 5	53 R QR 8
54 R QR 7	54 P QR 7
55 K R 5	55 K B 3
56 K R 6	56 R KR 8
57 R R 6+	57 K K 4

58 R×RP	58 R×P+
59 K S 5	59 R K 5
60 R KB 2	

Drawn Game.

a] Intending to sacrifice the R on the capture of QP, then forcing an exchange of Queens, and thus hoping to win through his pawns.

d] R K 7 ch, followed by RxRP is far better.

GAME NO. 574. (Musio Gambit.)

(Remove first player's QS.)

Morphy.	C. A. Maurian.
1 P K 4	1 P K 4
2 P KB 4	2 P×P
3 S KB 3	3 P KS 4
4 B QB 4	4 P KS 5
5 P Q 4	5 P×S
6 Q×P	6 S QB 3
7 B×P+	7 K×B
8 Q KR 5+	8 K K 2
9 QB×P	9 S KB 3
10 B S 5	10 B KS 2
11 P K 5	11 Q K 1
12 Q KR 4	12 Q KS 3
13 Castles KR	13 P Q 4
14 P×S+	14 K B 2
15 P×B+	15 K×P
16 R KB 6	16 B KB 4
17 R×Q+	17 P×R
18 B B 6+ wins.	

GAME No. 575. (Evans Gambit.)

(Contested Nov. 18th, 1866.) Remove first player's QS.

Paul Morphy.	C. A. Maurian.
1 P K 4	1 P K 4
2 S KB 3	2 S QB 3
3 B B 4	3 B B 4

4 P QS 4	4 B × SP
5 P B 3	5 B B 4
6 Castles	6 P Q 3
7 P Q 4	7 P × P
8 P × P	8 B S 3
9 P Q 5	9 S R 4
10 P K 5	10 S × B
11 Q QR 4+	11 B Q 2
12 Q × S	12 S K 2
13 P K 6	13 P × P
14 P × P	14 B B 3
15 B S 5	15 P KR 3
16 Q KR 4	16 B × KS
17 P × B	17 P Q 4
18 P B 4	18 B Q 5
19 QR Q 1	19 P QB 4
20 P B 5	20 Q Q 3
21 KR K 1	21 P KS 3
22 P B 6	22 S KB 4
23 R × B	23 P × R
24 Q KR 3	24 R QB 1
25 P B 7+	25 K B 1
26 B B 6	26 Q KB 5 (*b*)
27 B × R	27 R B 6
28 Q × S ! (*c*) wins.	

[a] Q Q 3 as originally intended, with a view to subsequently Castling on Q side appears better.

[b] Black seems absolutely unconscious of the perils of his situation.

[c] Beautiful and quite decisive.

GAME NO. 576. (Evans Gambit.)

(Contested Dec. 7th, 1866.) Remove first player's QS.

Paul Morphy.	
1 P K 4	1 P K 4
2 S KB 3	2 S QB 3

3 B B 4	3 B B 4
4 P S 4	4 B×P
5 P B 3	5 B B 4
6 Castles	6 P Q 3
7 P Q 4	7 P×P
8 P×P	8 B S 3
9 P Q 5	9 S QR 4
10 P K 5	10 S×B
11 Q R 4+	11 B Q 2
12 Q×S	12 S K 2
13 P K 6	13 P×P
14 P×P	14 B B 3
15 B S 5	15 P R 3
16 Q KR 4	16 B×KS
17 P×B	17 R KS 1 (*a*)
18 P KB 4 (*b*)	18 P×B
19 Q KR 5+	19 P KS 3
20 Q KR 7	20 R KB 1
21 P×P	21 KS B 4
22 Q×P+	22 K K 2
23 QR K 1 (*c*)	23 Q K 1
24 Q R 7+	24 K Q 1
25 K S 2	25 Q K 2
26 Q KR 5	26 B Q 5
27 Q KS 4	27 P QB 3
28 P KR 4	28 K QB 2
29 P KR 5	29 R KS 1
30 P KB 4	30 S K 6+
31 R×S	31 B×R
32 P S 6	32 QR KB 1
33 P KB 5	33 Q S 4
34 K S 3	34 P Q 4
35 Q×Q	35 B×Q
36 K KS 4	36 B B 3
37 P R 6	37 P Q 5
38 P R 7	38 R S 2

39 K KR 5	39 P B 4
40 R K 1	40 K Q 3
41 K R 6	41 P Q 6
42 P K 7	42 R×P
43 R×R	43 K×R
44 P S 7	44 B×P+
45 K×B	45 R B 2+
46 K S 6	46 R×P
47 K×R	47 K B 3

and Mr. Maurian wins.

[a] This seems to be the best move at this point,

[b] To withdraw the Bishop is to give up the attack. He therefore prefers to sacrifice the piece.

[c] Q KR 7 w uld allow the Black King to escape on the Queen's side of the board.

GAME NO. 577. (Giuoco Piano.)

(Contested Dec. 9th, 1866.) Remove first player's QS.

Paul Morphy.	C. A. Maurian.
1 P K 4	1 P K 4
2 S KB 3	2 S QB 3
3 B B 4	3 B B 4
4 P Q 4	4 B×P
5 P B 3	5 B S 3
6 S S 5	6 S KR 3
7 Q R 5	7 Q B 3
8 Castles	8 Castles
9 K R 1	9 Q S 3
10 Q K 2	10 P Q 3
11 P KR 3	11 K R 1
12 P KS 4	12 P KB 3
13 S KB 3	13 S×P
14 P×S	14 B×P
15 Q Q 3	15 B×S+
16 Q×B	16 P KB 4
17 R KS 1	17 P×P

31 B×B	31 K×B
32 S S 3	32 Q R 6
33 Q QS 2	33 Q×Q+
34 K×Q	34 S×P+
35 K B 1	35 S K 6
36 S×P	36 S×SP
37 S×P	37 S×P
38 P QR 4	38 K K 2
39 S B 7	39 S B 6
40 P R 5	40 S K 4
41 P R 6	41 S B 3
42 K B 2 (*k*)	42 K Q 2
43 S K 6	43 P S 4
44 K Q 3	44 K Q 3
45 K K 4	45 S R 2
46 P B 4	46 S B 1
47 K Q 4	47 K B 3
48 P B 5	48 S K 2
49 K K 4	49 S B 1
50 K B 3	50 K Q 4
51 K S 4	51 S R 2
52 S×P	52 K×BP (*l*)
53 S K 4+	53 K S 3
54 S×P	54 S B 3
55 S Q 7+	55 K×P
56 P B 6	56 S Q 1
57 K S 5	57 K S 2
58 K S 6	58 K B 2
59 S K 5	59 K B 1
60 S B 7	60 S K 3
61 S S 5	61 S B 1+
62 K S 7	62 S Q 2
63 P B 7	63 K Q 1
64 S K 4	64 K K 2
65 S B 6	65 S×S
66 P B 8 (Q)+	Resigns.

a] B QB 4 first looks better, bringing out the Bishop and supporting the pawn.

b] Beautiful! If White answer PxP, Black replies SxKP, threatening Q KR 5 ch. If 6 Q K 2 BxS ch, 7 PxB QxP. If 6 S K 2 B KS 5.

c] We can see nothing better.

d] Ingenious. If 7 Q K 2 SxP, and if 8 SxS BxB ch winning a piece.

e] Threatening BxP.

f] It would seem from Black's 16th move that he invites the capture of QSP, which White declines, as we think without good cause, e. g:—17 RxP QR S 1, 18 RxR RxR 19 B QB 1 and White's position is sound. If Black now venture S Q 5, 20 PxS Q K 8, 21 S B 3 QxB ch (best), 22 QxQ BxQ, 23 PxP and White's position is safe. Black will recover but one pawn, and the passed pawns will march to victory.

g] Mr. von B. afterwards considered this lost time. The only force there appears to be in the move is in preventing S K 5, whereas White has a better use for the S at Q 2.

h] Had Black pushed on the SP the S would have gone to S 3.

i] Black should have saved the P, which was sadly needed at the close. White's Rooks now are free and with the Springer so well posted, Black gains nothing by doubling Rooks.

j] This is all right and sound, yet White could have captured the S with impunity and come out with flying colors, e. g:—25 BxS R QS 7, 26 Q R 4 and Black must exchange Queens, for R S 8 ch is useless, because the S will capture, and if Q S 8 R QS 1, if Q Q 1 R QB 2, in either case White wins a piece. Therefore in answer to 26 Q R 4 QxQ is best, 27 BxQ RxS, 28 R QB 7 RxR [best] 29 BxR BxP and White is a P ahead.

k] He should have played 42 S S 5 K Q 2 43 P R 7

SxP, 44 SxS K Q 3, 45 S S 5 ch K K 4, 46 S Q 4 winning off hand, as Black can do no better.

l] If PxS KxP and White will Q a P immediately.

GAME NO. 580. (Two Springers' defence.)

Contested lately, at the D. T. Chess Club Rooms, New York.

Doyle and Burke.	Frankenberg and Grunberger.
1 P K 4	1 P K 4
2 KS B 3	2 QS B 3
3 B B 4	3 S B 3
4 S S 5	4 P Q 4
5 P×P	5 S×P (*a*)
6 S×BP	6 K×S
7 Q B 3+	7 K K 3
8 S B 3	8 QS K 2
9 P Q 4	9 P QB 3
10 B KS 5	10 Q Q 3 (*b*)
11 Castles QR	11 K Q 2
12 B×QS	12 B×B
13 P×P	13 Q R 3+ (*c*)
14 K S 1	14 R B 1
15 Q S 3	15 B R 5 (*d*)
16 Q Q 3	16 K B 2
17 S×S+	17 P×S
18 Q×P	18 B B 4 (*e*)
19 P K 6	19 Q B 3
20 Q QB 5+	20 K S 1
21 R Q 7	21 B×P+ (*f*)
22 K R 1	22 Q B 5
23 B.Q 5 wins.	

a] S QR 4 is preferable.

b] Why not P QS 4 just here, forcing the exchanges before White has time to Castle? Or if White reply B S 3, in either case giving Black time to play B QS 2, supporting their centre, and freeing both QB and QR.

c] If QxP, SxS, and White wins a piece.

d] We fail to get the idea which prompted this move. Q KB 5 seems better. If 16, Q Q 3, to protect B and avoid exchange, QxKP with a winning position apparently. If 16 QxQ RxQ, 17 BxS PxB, 18 SxP RxP, 19 S S 6 ch K B 2, 20 SxR ch K S 1, 21 S S 6 PxS and White with all their pawns have a hard road to travel. But if 16 SxS [their best] PxS [the best reply] 17 RxP ch K K 1, 18 Q QS 3 R KB 4 and we like Black's position quite as well as the text move gave them.

e] A bad move which loses the game. Should have played Q QB 3 and white could not avoid exchange of Queens without loss.

f] The last desperate chance, hoping to get an exchange of Queens.

GAME NO. 581. (Hungarian Game.)

(Contested au Cafe International.)

Capt. Michaelis.	Major Wernich.
1 P K 4	1 P K 4
2 KS B 3	2 QS B 3
3 KB B 4	3 KB K 2
4 P Q 4	4 P Q 3
5 P×P	5 P×P
6 Q×Q	6 B×Q
7 KB QS 5	7 QB Q 2
8 B×S	8 B×B
9 KS×P	9 B×P
10 Castles	10 B×BP
11 R K 1	11 B K 2
12 S B 3	12 P QB 3
13 B S 5	13 P KB 3
14 QR B 1	14 QB B 4
15 KS B 4	15 Castles
16 B R 4	16 P KS 4
17 B S 3	17 P KR 4

18 QS S 5	18 K Q 2
19 QR Q 1+	19 K K 1
20 QS Q 6+	Resigns.

GAME NO. 582. (Vienna Opening.)

(Contested lately by Correspondence.)

I. E. Orchard.	C. H. Wheeler.
1 P K 4	1 P K 4
2 S QB 3	2 B B 4
3 P KB 4	3 P × P (*a*)
4 P Q 4 (*b*)	4 Q KR 5+
5 P KS 3 (*c*)	5 P × P
6 S KB 3	6 P KS 7+
7 S × Q	7 P × R (Q)
8 S KB 3 (*d*)	8 B QS 5 (*e*)
9 Q Q 3	9 B × S
10 Q × B	10 P Q 3
11 B KB 4	11 B S 5
12 S Q 2	12 P KS 4 (*f*)
13 K B 2	13 B K 7
14 B S 3	14 B × KB
15 R × B	15 Q × R
16 K × Q	16 S QR 3
17 P K 5	17 P Q 4
18 Q QS 3	18 Castles QR
19 P QB 4	19 S K 2
20 P QB 5	20 P KR 4 (*g*)
21 P KR 3	21 S KB 4
22 B B 2	22 P KS 5
23 Q Q 3	23 S KR 3
24 P B 6	24 S QS 1
25 P × P+	25 K × P
26 S S 3	26 K R 1
27 S B 5	27 S Q 2
28 S R 6	28 R QB 1
29 Q S 5	29 P QB 3

30 Q S 4	30 S KB 4
31 Q K 1	31 R KR 3
32 P KR 4	32 P S 6
33 B×P	33 S×QP
34 B B 2	34 S KB 4
35 Q QR 5	35 P Q 5
36 P S 4	36 R KS 3 wins.

a] Staunton's Praxis, page 426, gives here 3—— P Q 3, 4 S KB 3, etc.

b] Premature; S KB 3 or B QB 4 should be played first.

c] K K 2 could have been no worse.

d] Best and the only move worth trying.

e] Suppose 8 BxQP, which is undoubtedly Black's best move, the probable continuation would then be 9 S Q 5 B K 4, 10 Q K 2 BxRP, 11 SxB S QR 3 and the Queen escapes via K S 8; if 12 Q Q 3 B K 4 and must escape if 8 —— BxQP, 9 B KB 4 BxS ch. 10 PxB P Q 3, 11 Q Q 3 B S 5, 12 S Q 4 Q KS 8, 13 B S 3 B R 6, 14 Castles BxB, 15 RxB Q KS 7, and the Queen must escape and will easily win the game.

f] Black played very injudiciously in allowing his Queen to go without a struggle; why not have taken the last chance 12 —— Q KS 8, 13 B S 3 B R 6, and as said before escape.

g] 20 S QB 3 seems better; the Springer is then well posted for future operations in the field, but any way Black has a good game.

GAME NO 583. (Musio Gambit.)

Guerilla.	Hannemann.
1 P K 4	1 P K 4
2 P KB 4	2 P×P
3 S KB 3	3 P KS 4
4 B B 4	4 P S 5
5 Castles.	5 P×S
6 Q×P	6 B R 3 (*a*)

7 P Q 4	7 Q R 5 (*b*)
8 P KS 3	8 P×P (*c*)
9 P×P	9 Q K 2
10 S B 3	10 B×B (*d*)
11 B×P+	11 K Q 1
12 S Q 5	12 Q Q 3 (*e*)
13 P K 5	13 Q QB 3 (*f*)
14 B R 5 (*g*)	14 B R 3 (*h*)

and White mates in two moves.

a] The correct move is Q B 3, which prevents White from playing P Q 4 the next move.

b] A loss of time. Q K 2 seems preferable now.

c] Black would do better to retreat Q to K 2 or B 3, and let Black capture P, e. g:—8 —— Q K 2, 9 BxP BxB, 10 QxB P Q 3, or —— Q B 3 9 P K 5 Q S 2, 10 BxP BxB, 11 QxB S KR 3.

d] No hurry or need to make this capture. Better P QB 3 to keep off the S. If White 11 BxB SxB 12 Q B 4 Q B 1, and if 13 Q QB 7 S QR 3, or if 13 Q K 5 ch K Q 1. 14 Q S 5 ch K B 2.

e] Q B 1 is much better.

f] Getting too far from the scene of action. Q KR 3 or Q KB 1 was much better.

g] BxS is more decisive when nothing can prevent mate in a very few moves.

h] Immediately fatal. His best play would seem to be B K 3 ch. If SxB QxQ, if QxB QxS either giving Black a respite. If White decline the B and move 15 K S 2 or K R 2, then S KB 3, 16 PxS (best) QxQBP ch, 17 K R 1 P QB 3, if SxB QxQSP and Black being a piece ahead can stand further grief if 18 P B 7 PxS, 19 P B 8 (Q) RxQ 20 QxR ch K B 2 and by good play Black should hold his own. On the other hand if in answer to Black's B K 3 ch at 14th move, White play 15 K R 1 then S KB 3, 16 PxS [best] Q K 3 threatens mate, gives Black a chance to play P QB 3, dislodging the Springer, developing his pent up resources, and compelling White to *play Chess* before he can win.

GAME NO. 584. (Two Springers' Defence.)

J. C. Gore.	W. H. Russell.
1 P K 4	1 P K 4
2 S KB 3	2 S QB 3
3 B B 4	3 S KB 3
4 P Q 3 (*a*)	4 S QR 4 (*b*)
5 S×KP	5 P Q 4
6 P×P	6 S×P
7 Q KB 3 (*c*)	7 B K 3
8 Castles	8 S×B
9 P×S	9 S S 5
10 S×KBP (*d*)	10 B×S
11 R K 1+	11 B K 2 (*e*)
12 B S 5	12 S QB 3
13 S QB 3	13 Castles
14 QR Q 1	14 Q K 1
15 R×B (*f*)	15 S×R
16 R K 1	16 B×BP
17 Q KS 4 (*g*)	17 Q KB 2
18 B R 4	18 S KB 4
19 S K 4 (*h*)	19 S×B
20 Q×S	20 QR K 1
21 R K 3	21 B Q 4
22 S S 5	22 Q KB 4
23 R×R	23 R×R
24 P KR 3	24 P KR 3 (*i*)
25 S B 3	25 B×S
26 P×B	26 Q×KBP
27 Q QB 4+	27 K R 1
28 Q KB 1	28 R K 7 & wins.

a] This seems rather tame compared to the usual move, 4 S KS 5.

b] Unsound; losing a pawn if White continue correctly.

c] Suppose 7 BxS QxB, 8 Castles B Q 3, 9 S QB 3 and White is quite safe, with a pawn ahead.

d] The position invites this sacrifice, but it is not sound.

e] Black's moves are now forced for some time, but unfortunately for White they are good enough to save the game.

f] S Q 5 would be useless here.

g] If Q K 4, Q KB 2 wins.

h] No use to continue the game further.

i] R K 8 ch would shorten it a little.

GAME NO. 585. (Scotch Gambit.)

F. W. C. Crane.	R. H. Seymour.
1 P K 4	1 P K 4
2 KS B 3	2 QS B 3
3 P Q 4	3 P×P
4 S×P	4 S×S (*a*)
5 Q×S	5 B K 2
6 Q×SP	6 B B 3
7 Q S 3	7 P Q 3
8 KB B 4	8 Q K 2
9 S B 3	9 B K 4
10 Q K 3	10 S B 3
11 Castles	11 R KS 1 (*b*)
12 S Q 5	12 S×S
13 B×S	13 P QB 3
14 B S 3	14 Q R 5 (*c*)
15 P KB 4	15 Q S 5
16 P KS 3	16 B B 3 ?
17 P K 5 (*d*)	17 P×P
18 P×P	18 B B 4 (*e*)
19 P×B dis+	19 K Q 1
20 Q K 7+	20 K QB 1
21 B KB 4	21 B Q 2
22 Q Q 6 wins.	

a] Q R 5 is the proper move.

b] Suppose instead of this:—

11	12	13		12	13
	Q Q 3	K R 1	if	Q Q 2	K R 1
S S 5	BxP ch	Q R 5		BxP ch	B B 4 etc.

c] A bad move.

d] After this his adversary's case is hopeless.

e] There is nothing better. It 18 —— KB moves, 19 BxP ch and wins.

GAME NO. 586.

(From an old paper.)

Max Lange.	M. C.....
1 P K 4	1 P K 4
2 S KB 3	2 P Q 4
3 S×KP	3 P×P
4 B QB 4	4 Q KS 4
5 S×KBP	5 Q×KSP
6 Q KR 5	6 Q×R+
7 K K 2	7 Q×B
8 S Q 6+ +	8 K Q 2
9 Q KB 7+	9 K×S
10 S QB 3	10 Q×R
11 S×P+	11 K K 4
12 P KB 4+	12 K×S
13 P Q 3+	13 K moves.
14 Q mates.	

GAME NO. 587. (Petroff's Defence.)

(Remove White's QR.)

I. E. Orchard.	W. J. Young.
1 P K 4	1 P K 4
2 S KB 3	2 S KB 3
3 B B 4	3 S×P
4 S QB 3 (*a*)	4 S KB 3
5 S×P	5 P Q 4
6 KB S 3	6 B Q 3 (*b*)
7 P Q 4	7 Castles (*c*)
8 B KS 5	8 P KR 3

9 B KR 4 (*d*)	9 P KS 4
10 B KS 3	10 B×S
11 B×B	11 B KS 5
12 Q Q 2 (*e*)	12 S K 5
13 S×S	13 P×S
14 P KR 4	14 S Q 2 (*f*)
15 P×P	15 S×B
16 P KS 6	16 P KR 4 (*g*)
17 Q KR 6	17 S×P
18 Q×S+	18 K R 1
19 Q×B and wins.	

a] If he can give this odds, why not 4 BxKBP ch?

b] S KS 5 was the move here.

c] Bad; playing White's game.

d] Probably to tempt Black's next move.

e] It is delightful to be compelled to do, what we intend to do.

f] This re-enforcement comes too late.

g] Why not the plain and obvious move Q KS 4? Perhaps Black forgets that the Bishop that was so dangerous, is now hors de combat.

GAME NO. 588. (King's Gambit Declined.)

(Contested by correspondence between Albert Hug, of Mannheim, Baden, and F. E. Brenzinger, of Brooklyn, New York. Duration of the game eight years.)

A. Hug.	F. E. Brenzinger.
1 P K 4	1 P K 4
2 P KB 4	2 P Q 4
3 S KB 3	3 B KS 5
4 B K 2	4 P×BP
5 Castles	5 P×KP
6 S K 1	6 Q Q 5+
7 K R 1	7 P KB 6
8 P×P	8 B KR 6
9 P QB 3	9 Q QS 3
10 R KS 1	10 S KB 3

11 Q QB 2	11 B QB 4
12 R×KSP	12 B KB 4
13 P Q 4	13 P×QP
14 B×P	14 B K 3
15 P QS 4	15 B KB 7
16 S KS 2	16 QS Q 2
17 S KB 4	17 Castles
18 R KS 2	18 B K 6
19 S QR 3	19 KR KS 1
20 Q K 2	20 B×S
21 B×B	21 B KR 6
22 R KB 2	22 S Q 4
23 S QB 4	23 Q×R
24 Q×Q	24 S×B
25 B KB 1	25 R S 7
26 B×R	26 B×B+
27 Q×B	27 S×Q
28 K×S	28 P QS 4
29 S QR 3	29 P QR 3
30 S QB 2	30 P QB 4
31 R Q 1	31 S KB 3
32 R×R+	32 K×R
33 P×P	33 S Q 4
34 P QB 4	34 P×P
35 S R 3	35 S QB 6

and the game was given up as drawn.

GAME NO. 589: (King's Gambit declined.)

(Duration of Game, 8 minutes.)

O. A. Brownson, Jr.	O. A. Patterson.
1 P K 4	1 P K 4
2 P KB 4	2 P Q 4
3 KP×QP	3 Q×P (*a*)
4 QS B 3	4 Q K 3
5 KS B 3	5 P×P dis+

6 B K 2	6 KB B 4
7 P Q 4	7 B QS 5
8 Castles	8 B×S
9 SP×B	9 S QR 3 (*b*)
10 B QS 5+	10 P QB 3
11 B×QS (*c*)	11 Q Q 3
12 B Q 3 and wins.	

a] P K 5 is most favored by strong players.

b] Bad; this move loses a piece or the game right away.

c] Best.

GAME NO. 590. (Musio Gambit.)

(Contested in Iowa City.)

O. A. Brownson, Jr.	F. W. Kuhne.
1 P K 4	1 P K 4
2 P KB 4	2 P×P
3 S KB 3	3 P KS 4
4 B B 4	4 B KS 2
5 P Q 4	5 P Q 3
6 Castles	6 P KS 5
7 QB×KBP	7 P×S
8 Q×P	8 B×P+
9 K R 1	9 B×P (*a*)
10 KB×KBP+	10 K B 1
11 KB×S	11 KB×QR
12 QB KS 5+	12 K×B
13 Q mates.	

a] P KB 3 would be better here.

The Hannibal (Mo.) Clipper.

The Chess column of the above paper appears regularly every Friday, and is sent, postage paid, to any address for $1. 50 per annum, or 75 cents for six months. Contributions of original games and problems, and solutions of problems are cordially

solicited. Address W. H. Russell, P. O. Box 448.

The following partie is taken from a late issue, and will introduce to our readers Mr. J. Burke, a very young but most promising chesser of N. Y. City.

GAME NO. 591. (MacDonnell's Double Gambit.)

(Contested October 23d, at the New York D. T. Chess Club Rooms, by Mr. Alberoni against Messrs. Doyle and Burke consulting.

Alberoni.	Doyle and Burke.
1 P K 4	1 P K 4
2 B B 4	2 B B 4
3 P QS 4	3 B×P
4 P KB 4 (*a*)	4 P Q 4 (*b*)
5 B×P	5 S KB 3 (*c*)
6 P×P	6 S×B
7 P×S	7 Q×P
8 S KB 3	8 B KS 5 (*d*)
9 Castles	9 Castles
10 P QB 3	10 B R 4
11 K R 1	11 S QB 3
12 P Q 4	12 P KB 3
13 Q S 3	13 Q×Q
14 P×Q	14 P×P
15 P Q 5	15 P K 5
16 KS Q 2	16 P K 6
17 R×R+	17 R×R
18 S B 3	18 P K 7 (*e*)
19 B Q 2	19 R×S (*f*)
20 P KR 3	20 R B 8+
21 K R 2	21 P K 8 (Q) (*g*)
22 B×Q	22 R×B
23 P×S	23 P QS 3
24 P×B	24 B×BP
25 S×B	25 R×R
26 P S 4	26 K B 2

27 P S 5	27 R Q B 8
28 S K 2	28 R B 4
29 K S 3	29 R×SP
30 S B 4	30 R QB 4 wins.

a] This double Gambit is quite unsound. Should Black, however, capture the second pawn, he gets into trouble. The best move for White at this point is P QB 3, followed by S KB 3 resolving the game into an Evans Gambit.

b] The best move, and one that completely repels the attack.

c] We prefer P QB 3 here.

d] Black has already acquired much the best position.

e] Black has now a winning position we think.

f] The best move, if White replies with 20 PxR. Black mates in three moves.

g] A beautiful move. White is now forced to exchange pieces and leave Black a won game.

GAME NO. 592. (Ruy Lopez.)

(From the London Field.)

The subjoined game formed part of a match recently played between Messrs Minchin and Thorold, and which resulted in favor of the latter with a score of 11 to 5. A previous encounter between the same opponents also ended in a victory for Mr. Thorold by 15 games against 11 and 4 draws.

Minchin.	Thorold.
1 P K 4	1 P K 4
2 S KB 3	2 S QB 3
3 B S 5	3 S Q 5 (*a*)
4 S×S	4 P×S
5 Castles (*b*)	5 P QB 3
6 B R 4	6 P QR 4
7 P QB 4	7 Q QB 2 (*c*)
8 P Q 3	8 S K 2

9 P KB 4	9 S KS 3
10 Q KB 3	10 P KR 4 (*d*)
11 Q KB 2	11 B QB 4
12 P KB 5	12 S K 4
13 B KB 4	13 P Q 3
14 B×S	14 P×B
15 S Q 2	15 B Q 2
16 B Q 1	16 P QR 5 (*e*)
17 Q KS 3	17 Castles QR
18 S KB 3	18 P KB 3
19 B×QRP	19 Q QR 4
20 B QB 2	20 QR K 1 (*f*)
21 P QR 3	21 P KR 5
22 S×RP (*g*)	22 Q Q 7
23 R KB 2	23 Q K 6
24 P Q S 4	24 B QR 2
25 P QR 4	25 R KR 4
26 S KB 3	26 QR KR 1
27 Q×SP (*h*)	27 B×KBP (*i*)
28 P QB 5	28 B QS 1
29 R K 1	29 R×KRP (*j*)
30 S×R (*k*)	30 Q×QR+
31 R KB 1 (*l*)	31 Q KR 5
32 R×B (*m*)	32 Q×S+
33 K B 2	33 B QB 2
34 Q×P	34 K S 1
35 B S 3	35 R R 6
36 R KB 3	36 R R 1
37 P QS 5	37 B Q 1
38 Q S 7	38 K R 2
39 B K 6 (*n*)	39 B R 5+
40 K K 2	40 Q S 8
41 P KS 3	41 B×P (*o*)
42 R×B	42 R R 7+
43 K B 3	43 Q mates.

a] This peculiar defence has of late been often adopt-

ed by several of the strongest English masters, but it seems to us to present no special advantage over the authorized continuations for the second player; for, by proper management, the early doubling of the Q pawn, to which the latter submits, ought to be a source of weakness.

b] We prefer P Q 3 at this juncture, which may lead to the following beautiful variation, first, we believe, pointed out by Mr. Barbier, e. g.:

5	6	7	8	9
P Q 3	Q R 5	Q B S 5	P Q B 3	B x Q
B B 4	Q K 2	B S 5 ch	P x P	P x P dis ch

10	11	12	13
B x B	Q Q B 5	K K 2	K K 3 wins.
P x R queening	Q x S ch	Q S 7 ch	

c] It was certainly high time for bringing the pieces out from the K side, commencing with B to Q B 4. The move in the text commits the Q to an unfavorable post, where she must be ultimately blocked out by Black's own QP, which could never be safely advanced to Q 4.

d] This early advance exposes much Black's pawns on the K side, and loses precious time. We should have preferred B to K 2, in which case the game might have gone on thus:—

10	11	12	13	14
———	Q B 2	S Q 2	S B 3	P K 5
B K 2	Q S 3	P Q 3	B B 3	P x P

15	16	17
P x P	S x P	B K 3 best
B K 2	K B Q B 4	Castles

and Black will recover the KP, with at least an even game.

e] Black throws his pawns forward in a loose style, leaving them without sufficient protection, and relying too confidently upon the chances of complications arising from their ultimately being taken. The progress of the game shows that the attack obtained by Black gives no convincing proof of the advisability of exposing the pawns on both flanks to capture.

f] We see no use for this move, which seems to be a waste of time.

g] The capture was quite safe, but entailed a great amount of hard reckoning which White would have done better to avoid, having already a P to the good, with the superior position on the Q side. By retreating Q to B 2, White might have thrown the onus of fighting the defence upon the adversary.

h] White would have acted more consistently by advancing the P to B 5, and proceeding with the attack on the Q side.

i] A very fine rejoinder. If White take the B, Black would advance the KP to K 5, with an irresistible attack.

j] Again excellently played.

k] After all that ingenuity, White has at last a clear drawn game in hand by QxR ch, if he choose to play for it, e g :—

30	31	32
QxR ch	RxQ	R K 2, and Black's only chance of
RxQ	PxR	

holding out consists in playing the B to S 5, with the object of exchanging the B for the S, and remaining with bishops of opposite colors, in which case White would still have much the best of it, though the legitimate end ought to be a draw, notwithstanding that White is two pawns ahead.

l] Had White interposed the S, the opponent could sacrifice the R at R 8, and thus equalize the game at once.

m] Undoubtedly inferior to S KB 3, in which case the game might have gone on thus:—

32	33	34	35
S KB 3	K moves	QxBP	B QS 3 and ought to win.
Q R 8 ch	Q R 2	B S 5	

n] The feebleness of this is prominently put into relief by the opponent's brilliant conception; but we cannot see that any ingenuity would have availed Mr. Thorald if White has simply captured the QBP, e. g:

39	40	41	42
PxP	K K 2	R B 7	RxP, &c
B R 5 ch	R Q S 1	K R 3	

o] The finish is very finely played by Mr. Thorold.

GAME NO. 593. (Kieseritzki Gambit.)

(Contested lately in Milwaukee.)

P. G. Toepfer.	W. H. Roddis.
1 P K 4	1 P K 4
2 P KB 4	2 P×P
3 S KB 3	3 P KS 4
4 P KR 4	4 P KS 5
5 S K 5	5 S KB 3
6 B B 4	6 P Q 4
7 P×P	7 B Q 3
8 P Q 4	8 S KR 4
9 S QB 3 (*a*)	9 S S 6
10 R R 2 (*b*)	10 Q K 2 (*c*)
11 B×P (*d*)	11 S R 4
12 B QS 5+ (*e*)	12 P QB 3
13 P×P	13 P×P
14 B KS 5 (best)	14 P KB 3
15 B×KBP	15 S×B
16 B K 2	16 B×S
17 P×B	17 Q×P
18 R R 1	18 P KR 4 (*f*)
19 Q Q 2 (*g*)	19 Q S 6+
20 K Q 1	20 B K 3 (*h*)
21 K B 1	21 QS Q 2
22 P QS 3	22 P QR 4 (*i*)
23 K S 2	23 K K 2
24 QR K 1	24 K B 2
25 KR B 1	25 P R 5 (*j*)
26 B QB 4	26 B×B
27 Q×S+	27 K S 1
28 Q×QBP (*k*)	28 P R 6+
29 K S 1?	29 Q×S (best)

30 Q×R+	30 K S 2
31 R K 7+	31 K S 3
32 R×S+	32 Q×R
33 Q K 4+	33 K R 3 (*l*)
34 Q K 3+ (*m*)	Drawn.

a] Another continuation is 9 Castles QxRP, 10 Q K 1 QxQ.

b] BxP is best here.

c] Necessary to save KSP and hold White Springer in case of B QS 5 ch. At the same time it is a very attacking move, and very annoying to White, who cannot now avoid the loss of a piece, without ingloriously resigning the attack.

d] White's position is a difficult one. He might have saved the piece by 11 K B 2; if BxS 12 PxB QxP, 13 Q K 1, or S K 2. If 11 —— R S 1, 12 BxP S R 4 wins a piece, or 12 B QS 5 ch K Q 1, but in either case Black has the better game. The text move loses a piece.

e] The only advantage resulting from this is in the isolation of Black's pawns, which is more than counterbalanced by White's bad position in that he foregoes the last chance to castle. If 12 Q Q 2 SxB, 13 QxS P KB 3, 14 Castles PxS, 15 Q Q 2 P K 5, 16 KR home R B 1, 17 K S 1 P K 6 wins. He cannot play 12 P KS 3 supporting B because Black will capture B with S and then advance SP, but it seems that his best move is 12 B KS 5 P KB 3, 13 BxP SxB, 14 Q K 2 and he may castle with a good position having two pawns for a piece, and though his pawns are doubled they are in the centre, can be well supported, and might eventually decide the game.

f] Rather slow Think we would have played Q S 6 ch at once; if K B 1 then castle; if 19 K Q 2 Q B 5 ch, 20 K K 1 S K 5 forcing an exchange, and hindering White from developing his forces.

g] If Q Q 3 to prevent the check, Black would reply B KB 4.

h] He probably refrained from the capture of KSP for fear of Q K 8 ch followed by R KB 1.

i] This and the next move of Black are weak and a waste of time. He should now castle QR, then go S QS 3 and bear down upon the enemy. The advance of these isolated pawns could never win this game.

j] Perhaps expecting 26 SxP RxS, 27 PxR R QS 1 ch 28 K R 1 Q QR 6, 29 P QB 4.

k] The position is critical. If 28 RxS P R 6 ch, 29 K B 1 QxR ch, 30 S Q 1 Q K 4, 31 R S 6 ch K B 1, 32 PxB and Black has the advantage.

l] If Black interpose Queen, White wins Bishop and the game.

m] If White had played K B 1 at 29th move he could now capture B with P and have a good chance to win.

The Contrast.

"The wise man thinks before he speaks,
And words of wisdom from him fall.
The fool speaks first, then haply thinks,
Or he may never think at all.

So in our royal game of Chess,
The rule of life is still the same,—
Folly frets out its thoughtless hour,
And wisdom plays a cautious game."

(*Boston Globe.*)

My Conqueror.

O, wicked suggestion of malice,
You know that I cannot refuse;
And yet when I play with you, Alice,
My fate, from the first, is to lose.
'Tis not that you scheme like a German,
Or wonderful tactics display;
Your eyes so decree in a firman,
My heart is compelled to obey.

Then who can withstand the confusion
You always contrive to create?
Your King and my Queen in collusion,
Soon manage to settle her fate.
Your Knights, without pang or compunction,
At pleasure assume to be Rooks;
Your Pawns, with a Bishop-like unction,
Make moves never taught in the books.

Your Queen thinks her foes too enraptured
To harm her wherever she moves;
And coolly declines to be captured,
When daring unfortunate proves.
With triumph and victory laden,
Their efforts she treats with disdain;
Ah, say is she not like the maiden
My heart has been suing in vain?

(*From the Westminster Papers.*)

PORTFOLIO.

643. Paul Morphy has left the Chess world, and is now living quietly in New Orleans. We have, therefore, no right to be perpetually dragging his name before the public. His mania or insanity is in avoiding Chess on all occasions. This madness is the result of over anxious, interfering friends and admirers, whose officious adulations have lost us this Chess Alexander the Great.

The Hartford Chess Magazine lived two months

only, the Maryland Chess Review two years, and we are now in despairing grief over the decease of the City of London Chess Magazine.

1149. You ask concerning our Game Tourney, which do you consider the best, a game that shows no weak moves, or at least no obvious mistakes, or one which has a majority of brilliant moves?

Ans. Our Game Tourney is to be decided, not by us, but by those sending percentages, as per the published programme, which see; personally, however, we prefer the latter of the kinds of games you mention. We consider Morphy's games the finest specimens of Chess extant.

The Australian Town and County Journal.

The excellent Chess Column of the above is edited by Wm. Crane, Jr. (Office Town and County Journal, Sydney, New South Wales.)

From a late issue we take the following Game and Problem, from which it may be seen that Chess is lively in that part of the Southern Hemisphere.

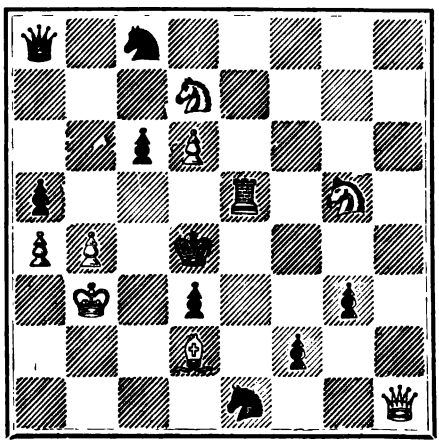
GAME NO. 594. (King's Gambit Declined.)

Chess in Melbourne.

Messrs. Burns and Phillips.	Messrs Goldsmith & Sedgefield
1 P K 4	1 P K 4
2 P KB 4	2 B B 4
3 S KB 3	3 P Q 3
4 B B 4	4 S KB 3
5 S QB 3	5 Castles
6 Q K 2	6 B KS 5
7 S QR 4	7 S QB 3
8 P QB 3	8 P×P

9 P Q 4	9 R K 1
10 Castles	10 R × P
11 Q QB 2	11 B S 3
12 S × B	12 RP × B
13 S S 5	13 R K 2
14 QB × P	14 B R 4
15 B × QP	15 Q × B
16 R × S	16 B S 3
17 R × BP	17 R × R
18 B × R +	18 B × B
19 Q × P +	19 K B 1
20 R KB 1	20 S Q 1
21 S × B	21 S × S
22 Q R 8 +	22 K K 2
23 Q × R	23 Q K 3
24 Q × SP	24 K Q 2
25 Q KB 3	Resign.

No. 1288. By Thos. Henderson, Berwick.



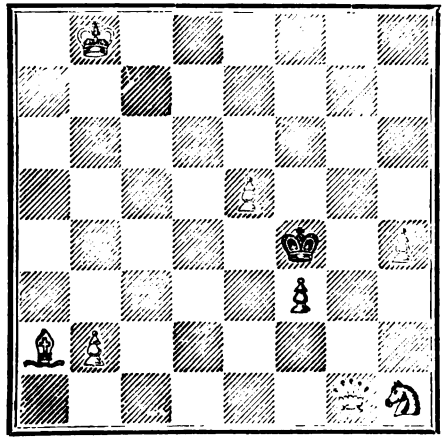
White to play and mate in four moves.

The Detroit Free Press.

The flourishing Chess Column of the above is still under the supervision of its able editor, T. P. BULL. (Box No. 1, *Free Press Office*, Detroit, Michigan.) We take pleasure in producing here two beautiful problems, as a testimonial "by a mutual friend" of the esteem in which Mr. Bull's Chess-labors are held.

No. 1289. By Edward H. Courtenay.

Suggested by one of his problems, and inscribed to T. P. BULL, Esq., of Detroit, Michigan.

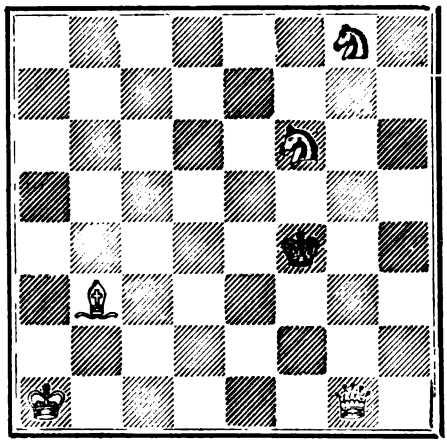


White to play and mate in three moves.

N. B.—If you remove the P at *e* 5, which at first sight, does not seem essential, you can mate rather neatly in another way; of course, if it was intended to represent this second idea as a distinct problem, much less force would be needed.

No. 1290. By Edward H. Courtenay.

Suggested by one of his problems, and inscribed to T. P. BULL.



White to play and mate in three moves.

An Inquiry.

MR. EDITOR:—I am much pleased with the views presented in your last number by Mr. I. O. Howard Taylor, of England, and I agree with him that a scientific knowledge of the game is not necessary to enjoyment of Chess, and that many play as much for enjoyment as for victory. Indeed, this is the case with the majority of players, who have neither inclination nor time to study the openings, and acquire a thorough knowledge of the best lines of play, as developed by the games of Chess-masters. In the larger number of our clubs and reading rooms

the majority of players contend, more for amusement than victory, and make the game an enjoyment rather than an intellectual labor; and consideration will convince any one that, in the main, this is as it should be. But there is one thing your correspondent does not allude to, nor do I remember of its being an arrangement or understanding in any club, according to regulation, viz:—that the relative strength of habitual attendants be fixed, say by a committee, at least once every six months, so that ordinary players may contend on a footing of equality. A moment's thought will convince you of the propriety of this. X knows himself to be a R or S, stronger than Y; but if, in order to tax his own powers, and make the game interesting to himself, he proposes to give Y a piece; the latter's pride makes him object, and, not to offend, X plays on equal terms with an inferior player. The consequence is, 1st, an uninteresting game to him. 2d, a likelihood of his growing careless in his play. 3d, the engendering of hasty play in him. 4th, the necessary stimulus to exertion is wanting, &c., &c., and perhaps X injures his play and fails to *improve*, as he would if the players were put on a footing of equality. I might mention other reasons why it should become more common than it is for persons to *accept odds*, and why I think each club should fix the relative strength of habitual attendants, and thus promote *care* in all, and afford to all the prospect of improvement by careful practice. Please let me know if, with any clubs within your acquaintance there is such an arrangement, and whether or

not you do not deem some such arrangement as that referred to, eminently proper for our City Chess Clubs. Its object being, 1st, to abolish the sensitiveness of some as to receiving odds. 2d, to effect a general equality in play, thus let all reap the advantages of good practice, and avoid the disadvantages arising from unequal play. 3d, affording stimulus to all, by the hope of a higher grade. Then again, 'twill make it more pleasant for the superior players to attend clubs where they are pretty sure to be invited to play by inferior players, to contest with whom, on equal terms, would be neither improving nor very interesting; and which, besides, would in the end tend to discourage the defeated contestants.

An illustration will make my meaning clearer. Not long since I visited our Chess Club-room, and was invited to play by a gentleman, to whom I offered the odds of a Springer, knowing my own superiority. He was at first offended, but I told him I had as much right to desire an interesting game as he, and that I would decline to play unless he accepted odds. After some demurring he consented, but it was with an ill grace, that marred my own play and enjoyment of the game. Taking the first move, I opened with the King Springer's Gambit; and I send you the game that you may judge whether or not I was justified in demanding odds on his part.

(Remove White Queen's Springer.)

White.	Black.
1 P K 4	1 P K 4
2 P KB 4	2 P × P
3 KS B 3	3 P KS 4

4 B B 4	4 B KS 2
5 Castles	5 P Q 3
6 P Q 4	6 P KR 3
7 P QB 3	7 S K 2
8 S KR 4	8 S KS 3
9 S×S	9 P×S
10 B×P	10 P×B
11 R×P	11 B B 3
12 Q QS 3	12 R B 1
13 QR K 1	13 S Q 2
14 P K 5	14 P×P
15 P×P	15 S×P
16 Q S 5 +	16 B Q 2
17 QR×S+	17 B×R
18 Q×KB+	18 Q K 2
19 R×R+	19 K×R
20 Q R 8+ mates.	

The lookers-on were rather interested in the game, and immediately another player challenged me to a game, but objected to taking odds. "Excuse me from playing, then," said I, "for I do not care to play unless the game, at least approaches to equality, and I am inclined to think I could afford to give you two pieces." "At least, you are good at the bluff and boasting game—I'll admit that," was his sarcastic reply. "However, to gratify your pride, I will try you with two pieces off, to show you that you are boasting." Self-respect inclined me to refuse, but, lest real hard-feeling should be aroused, I good-naturedly sat down to the board, and removed the White Queen's Rook and Springer, and smilingly moved P K 4. He instantly responded, several persons crowding up and looking on, and this was the game :—

(Remove White Queen's Rook and Springer.)

1 P K 4	1 P K 4
2 P KB 4	2 P×P
3 KS B 3	3 P KS 4
4 B B 4	4 B S 2
5 Castles	5 P Q 3
6 P Q 4	6 P KR 3
7 P QB 3	7 P QB 3
8 P KR 3	8 P Q 4
9 P×P	9 P×P
10 R K 1+	10 B K 3
11 B QS 5+	11 K B 1
12 P QB 4	12 P QR 3
13 B R 4	13 P×P
14 P Q 5	14 Q×P
15 Q×Q	15 B×Q
16 R K 8+ mates.	

Of course I knew his style and played accordingly. The game was played rapidly, and at its sudden termination, a general laugh arose. Stung by the laughter, he declared he would try it again, as he could do much better than that. Said I, smiling, I am in doubt *which* two pieces to give you. "Suppose you draw for it!" he replied sarcastically. I nodded acquiescently, and he wrote "Rook, Bishop, Springer," each on two slips of paper, and put them in a hat. I good-naturedly drew out two, on which were the words "Rook, Bishop." Saying nothing, I then removed the White Queen's Rook and Bishop, and taking the move, played P K 4. The oddity of the whole matter attracted general attention; but it must be confessed, I played as much to prove myself agreeable, as anything else, not expecting nor caring for victory.

The following is the score of this hastily played game.

1 P K 4	1 P Q 4
2 P×P	2 Q×P
3 QS B 3	3 Q K 4+
4 B K 2	4 P K 3
5 KS B 3	5 Q QR 4
6 Castles	6 S KR 3
7 P Q 4	7 B QS 5
8 S K 4	8 P KB 4
9 QS KS 5	9 Castles
10 P QB 3	10 B Q 3
11 B QB 4	11 R KB 3
12 Q K 2	12 S KS 5
13 S×KP	13 P KR 3
14 S KS 5+	14 K R 1
15 Q K 8+	15 R KB 1
16 Q KR 5	16 S KB 3
17 S KB 7+	17 K R 2

White mates in four moves.

On my pronouncing and proving the mate in four, the laughter was greater than before, and my opponent, taking it in good part averred that I was right in demanding odds, and that it would be no sport at all to me to play *even* with him. And yet, at first, such was his desire. Now, Sir, what was the relative strength of the three players? And how shall we as a general thing, arrange so that in our Clubs, the players shall contend on a footing approaching equality, so as to keep the full powers of the members in constant practice; and thus effect real improvement in play, even when mere amusement is the only object sought?

Ans. The first player is careless, but the second player does not seem to have any idea of fighting in Chess, in fact, a seven year's old child often has more sense, and we would advise leaving such players to play with children, not with men. We would tell such a person to take the CHESS JOURNAL and learn how to play the game, before we would play more than one game a month with him. Players must select their own antagonists to avoid such play. Would you, after twenty years' experience aboard a ship, ask a plowboy how to reef a topsail? We must know how to choose our acquaintances, and with whom to associate in society. No law can regulate this or fix Chess opponents. Don't play with such persons; rather make and solve problems.

Moving into Check.

MR. EDITOR:—In the October No. of the CHESS JOURNAL the query is proposed by 'Querist,' "can a King ever give check? and a case is given in illustration. In reply to the query, you say "In the first case the White King cannot move to K S 3, because that would be moving into check, alike condemned by theory and *practice.*" Allow me respectfully to ask, is this not begging the question? The very point in dispute is "*does the White King, in the supposed case, really move into check?*" You say too, in reference to the second supposed case "the Black King is checkmated because he is in check and cannot move out of check." Is not this also begging the question? The very point to be determined is "*can he move out of Check.*"

If it is to be accepted as an arbitrary rule, without any reason that the Kings cannot occupy adjacent squares, then there is an end of the discussion. But if we are to seek *in the principles of the game* a reason for the rule then we may push still the query "can a King ever give check?" It is an acknowledged principle of Chess that if a King is in a position in which any other piece than himself would be, *in accordance with the laws of the game*, liable to capture, the whole game is arrested; and unless the King can be extricated from the position, the contest is decided against him. For this reason as a *general* rule, Kings cannot occupy adjacent squares, because one or the other is then exposed to the attack of his opponent, and any other piece *in his place* could be captured. A King in moving into such adjacent square would be moving into check, according to the strict definition of that term. But suppose that in occupying a square adjacent to that of his opponent he does not expose himself to attack. Suppose as in the case proposed in the JOURNAL of October that no piece on the board would if occupying that same square be exposed to capture; not even a poor little pawn; how could it be said that the King would be moving into check? Mr. Editor let me ask you to do one thing. Make as good a definition of the term "check" as you can, or get the best definition that the authorities afford, and, *adhering closely to that definition*, show that in the supposed cases the King cannot give check, or move out of check. I have really a curiosity to see how you would do it.

Mr. Staunton is very high authority, and if he

had such cases as the supposed ones in his mind when he wrote the words with which you close your answer to the query, it seems to decide the question and to reduce the rule in regard to the Kings to a mere arbitrary conventionality. But did he think of such cases? and may we not ask the reason why such a rule should be applied to them?

QUERIST.

Ans:—We think it is to be accepted as an arbitrary rule, that the Kings cannot occupy adjacent squares; so were we taught; thus runs one of the fundamental principles of Chess—one of the elements of the game. The game of Chess is too well known, too firmly established, for any innovations to be desirable or likely to succeed. If gentlemen wish something else than Chess, let them call it by some other name. We are satisfied with Chess as it is, and cannot be induced to do any thing to change the game, whence we fail to see any chance for argument here. Kings cannot occupy adjacent squares, any more than a Bishop can move like a Rook.

Do not waste time on these abstractions, for life is all too short for realities.

An Explanation.

DEAR SIR:—Your card reached me in due time, and to day I received the "*Journal.*" I opened it, and almost the first thing I saw was "Mr. E. H. C's." remarks about "Problem No. 1194, p. 513, by W. S. R., and W. H. R." "Mr. C." is no doubt correct about its being a "plagiarism," but I and my

Chess.

This Game an Indian Brahmin did invent,
The force of Eastern wisdom to express;
From thence the same to busy Europe sent
The modern Lombards stilled it pensive chess.

A BRIEF HISTORY OF THE GAME.

Chess, the most venerable for its antiquity, the most esteemed for its intellectual character, and the most universal in its extent of all those pastimes in which men of every age have been accustomed to seek rest from the fatigue of physical labor, or the weariness of mental toil, arose in India at a very early period in the history of the world. It is distinguished from all other sports no less by its greater age than by its superior excellence; for, although an amusement, it is separated from the most abstruse of sciences only by a faint line of demarkation.

The singular fascination which it has ever exercised over its votaries is a curious phenomenon in the history of mind. Men differing in character and disposition, in tastes and pursuits, in rank and religion, in climate and race, have been charmed by the study of its delightful arcana. Kings in imminent danger of losing their heads, have clung to their game of Chess undismayed by the threatened loss of honor and of life. Statesmen, at a time when their brains were busy with projects destined to result in the overthrow of Kingdoms, or the emancipation of Nations, have found leisure to engage in Chess. In fact, generals, sages, orators, divines and poets have devoted the earnest efforts of acute minds to the elucidation of its theory. We learn from history that Chess was introduced into Persia

from India in the sixth century, and in the seventh the Mohammedan Arabs subdued Persia, thereby acquiring the game. Again, we hear of its being played at Constantinople, in the eighth century. The first instance on record of blindfold games (that is, neither party seeing the board or men) was in the year 1266.

We also find the game in general practice throughout Europe, before the end of the eleventh century. Up to the fifteenth century the moves differed slightly from the present game, but since that time there has been no change. The first known Chess Tournament took place at Madrid in 1575, and it was in the sixteenth century that Damiano and Ruy Lopez invented the gambits bearing their names, and became brilliant stars in the Chess world. Salvio, about the year 1600, and Greco, the "Calabrian," were the wonders of their time. During the seventeenth century the game became very popular in England, France, Germany, Italy and Poland, reaching a climax in the eighteenth century by the advent of the great Philidor. Since then we have had many able writers, but the surface was again ruffled during the present century by the wonderful games of La Bourdonnais of France and McDonnell of England, held up to modern players as models of excellence. Still later, and within the memory of many, our own Morphy when in Europe defeated all who sat before him. It is to be regretted that Mr. Morphy so early decided to play no more in public, for his brilliant achievements did more to promote the game in America than anything else. Since his retirement

we have not kept apace with our friends on the other side of the water, for they are constantly at work.

Chess is not altogether a serious game, for we read of a powerful monarch who had a portion of his grounds laid out as a chess-board, with men on horseback for Knights, and other pieces similarly made up; while he had colored boys for the black pawns, etc. The game being a long one, the party repaired to the mansion for lunch, and when they returned, the duke, who was playing against the monarch, announced mate in five moves, which caused much consternation. After a lively dispute, they found the position of the pieces wrong, and the mistake was caused by the colored boy who represented the Rook's Pawn, he not having much to do, and being weary, had fallen asleep and rolled over to the next square, thus making a most curious termination to the game.

There are countless incidents had we time and space to devote to them. So our readers will perceive that experience has taught us that as a source of amusement its abundant wealth can never be exhausted by the limited intellectual powers of man. Its nature, its history, and its literature, place it altogether above and beyond the domain of the gambler. And its character should never be contaminated by any comparison with the debasing games of hazard, nor with the rude and savage exhibitions of physical strength."

Chess Champions.

H. E. Bird, the celebrated English player has lately come over from London, and is now engaged in play with several eastern players. James Mason won eleven games to his four, and four drawn. Mr. Alberoni was vanquished by one game only, and several others have gained occasional games from Mr. Bird. All this should encourage Americans to try their best in an International Contest, in July next.

Max Judd, one of the most promising young players in the world, having lately defeated T. M. Brown, is now contesting a match with Alberoni in Cleveland. Alberoni has just defeated Ensor, and Ensor T. M. Brown. Every where around, Chess Champions are practicing and preparing for battle, while in England Zukertort has barely won a victory over Potter.

We are collecting many of these games for publication soon.

1658. Adequate preparations for the CENTENNIAL CHESS CONGRESS have *already* been made. No doubt, you think, you would make a better President of the A. C. A., than General Congdon; but as we know what he has already done for Chess, and have no intimation that you ever did, or ever will give one cent towards Chess, we prefer to trust him. It is useless to lament and mourn, because we cannot be the Queen of England or the Czar of Russia, therefore let us do the best we can from our standpoint of plain American citizens; and if we love Chess, work to assist and build up the regular con-

stituted Associations that we have, not tear down and vilify. See page 18 of this No. Every friend of Chess should contribute something. Hundreds can give from one to ten dollars without detriment to themselves or families. All contributions will be duly acknowledged, and a truce to all jealousies until after the Congress, should be proclaimed.

Compromise Defence to the Evans Gambit.

1	2	3	4	5
P K 4	S KB 3	B B 4	P QS 4	P QB 3
P K 4	S Q B 3	B B 4	BxSP	B QR 4
6	7	8	9	10
P Q 4	Castles	Q QS 3	P K 5	SxQBP
PxP	PxP	Q KB 3	Q KS 3	KS K 2
11	12	13	14	15
S K 2	B Q 3	Q S 2	S B 4	S Q 5
P QS 4	Q K 3	S S 3	Q K 2	Q K 3
16 B K 4	Castles		17 B Q 2 best game.	

7	8	9	10	11
———	Q S 3	R K 1	P K 5	B KS 5
P Q 6	Q B 3	P Q 3	PxP	Q Q 3
12	13	14	15	16
BxP ch	QS Q 2	S B 4	BxB	KSxP g. g.
K B 1	B S 3	B K 3	QxB	

Chess by Correspondence.

Persons desiring to play a few games of Chess by correspondence, will please address without further ceremony,

FRANK B. WALKER,

P. O. Box 131, Ithaca, New York.

The Detroit Free Press.

Additional prizes for the Problem Tourney of the above have been added, viz:—

First Prize—$7.50 in gold. Second Prize—$5.00 in gold. Third Prize—$2.50 in gold.

CHESS INITIALS.

Problem No. 1291. By R. H. Seymour.

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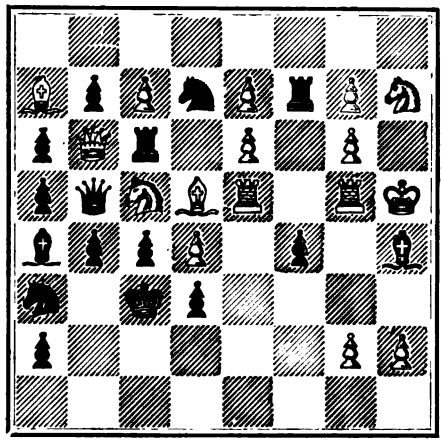
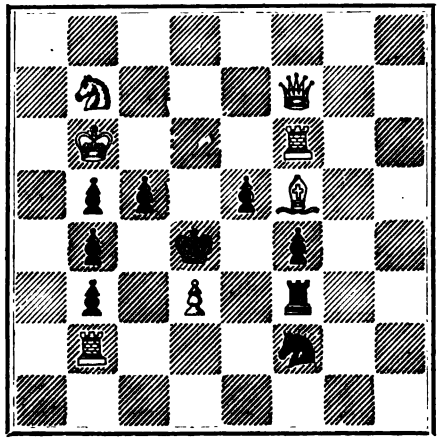


WHITE.

Commence with any piece, and in twenty-six moves form the initials O. A. B., two letters of which run perpendicularly on the board, and the other across the board; neither King to be moved into check, to be checked, or to be mated.

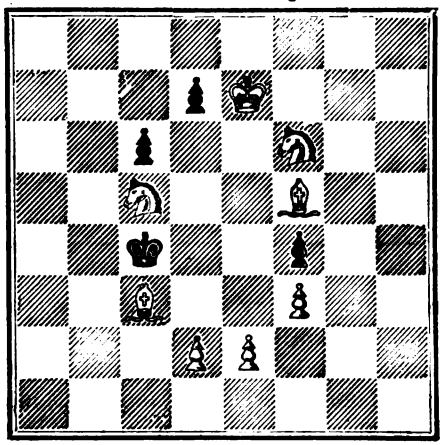
MORPHY.

Problem No. 1292. By E. B. Cook.



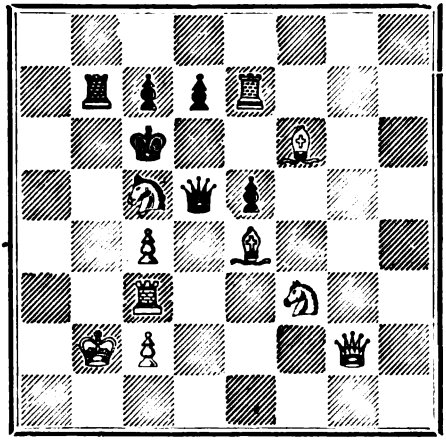
White to play and mate in two moves.

Problem No. 1293. By E. B. Cook.



White to play and mate in two moves.

Problem No. 1294. By E. B. Cook.

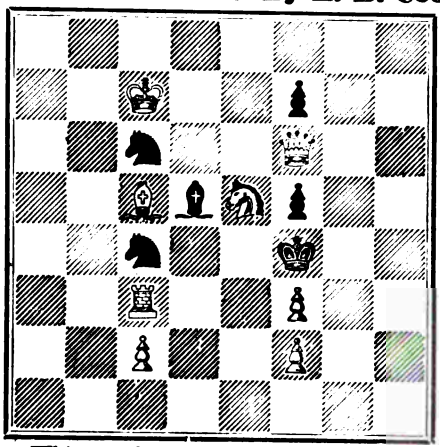


White to play and mate in two moves.

Problem No. 1295. By E. B. Cook.

White to play and mate in two moves.

Problem No. 1296. By E. B. Cook.



White to play and mate in two moves.

Problem No. 1297. By E. B. Cook.

White to play and mate in two moves.

Solutions to Regular Problems.

1115 1 B KB 5.

1116 1 Q Q 5 or 1 Q Q 3.

1117 1 K QR 3.

1118 1 K Q 2.

1119 1 S K 4.

1120 1 Q B 6. Compare this with Carpenter's XVII, which was published long ago.

1121 1 Q R 8.

1122
1 Q QS 8	1 S moves
2 Q K 5+	2 S×Q mates.
———	1 R×Q
2 S S 3+	2 R×S mates.

1123
1 B QB 4	K QB 6	2 B QR 3
———	K K 4	B R 3.

1124 1 Q QB 1 R in 2 R S 1.

1125 1 R QB 3 or 1 K QB 3 or 1 R×KRP.

1126 Impossible, for if 1 S KB 5 P K 7 2 Q B 4 R×S and 3 no mate.

1127 1 Q QB 3.

1128 1 R QB 7 or 6 or 1 R R 5.

1129
1 K Q 3	K QB 3	
2 S Q 4+	K S 3	
3 B QS 7+	K R 3	4 P±.

1130
1 B KS 2	B——	
2 B Q 3 or 5	B K 3	
3 B×B	any	4 P±.

1131
1 S KS 4+	K×B	
2 Castles QR	B Q 5	
3 R×B	R Q 4	
4 R×R	any	5 P (S) ±.

1132 See rule 13, Am. Chess Association.

1 K S 8	P——		4 K R 8	P——
2 Q B 5	K——		5 P S 8 (P)	K——
3 Q Q 6+	K——		6 Q S 6	K×Q
			Stale mate.	

1133

1 B B 4+	1 K Q 6
2 R B 3+	2 K Q 5
3 B K 5 +	3 K K 5
4 B S 2+	4 B K 3
5 Q B 6+	5 R Q 4
6 K S 3	6 P R 4
7 Q B 2+	7 R Q 6±

Our Solution List now stands:

1	J. G. White, of Ohio	61	Problems.
2	R. L. C. White, of Tennessee	60	"
3	H. A. Merrill, of Maine	60	"
4	L. W. Davis of Wisconsin	59	"
5	C. H. Wheeler, of Illinois	56	"
6	Louis Boisot, of Iowa	55	"
7	F. M. Teed, of New York	55	"
8	Geo. W. Taylor, of Massachusetts	42	"
9	F. W. Martindale, of New York	34	"
10	G. H. Thornton, of New York	29	"
11	A. Ortman, of Minnesota	28	"
12	L. T. Brown, of New Jersey	20	"
13	W. H. Lyons, of Ohio	12	"
14	Regis Chauvenet, of Missouri	9	"
15	Julius Stein, of New Jersey	4	"
16	P. G. Toepfer, of Wisconsin	3	"

☞The prize for this month, five dollars in any thing from our list, is hereby awarded to Mr. John G. White, of Cleveland, Ohio. His score is now cancelled, and the others remain to be added to the solutions given in our next number.

XXV.

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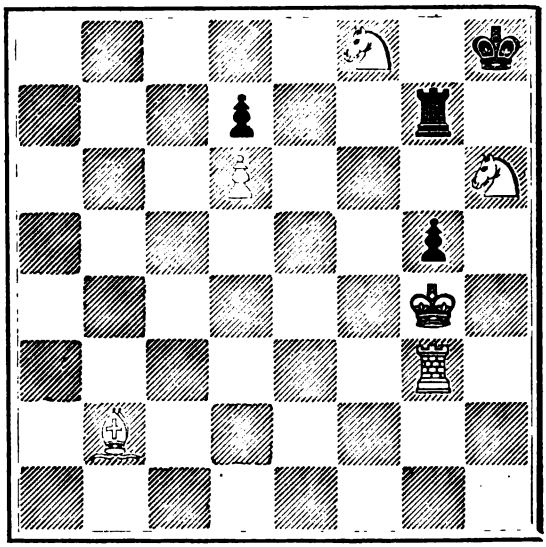

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White mates in three moves.

XXVI.

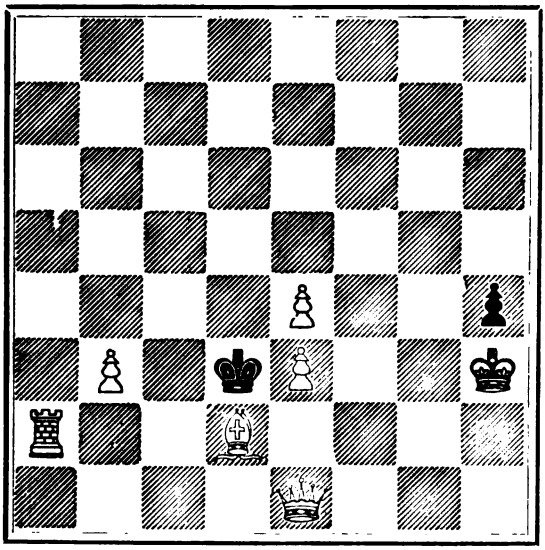
BLACK.

WHITE.

White mates in three moves.

XXVII.

BLACK.



WHITE

White mates in three moves.

XXVIII.

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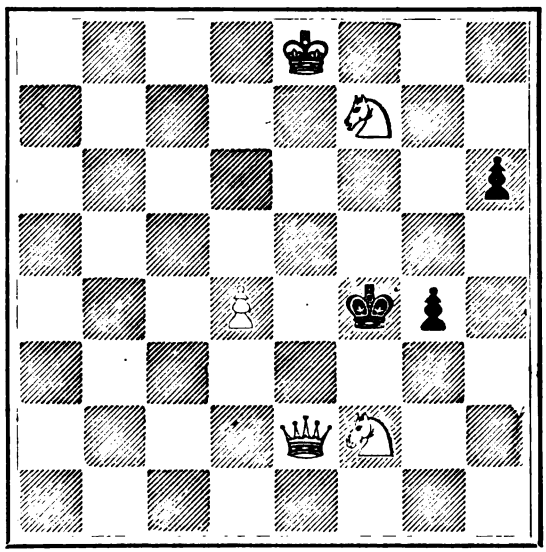

WHITE.

White mates in three moves.

XXIX.

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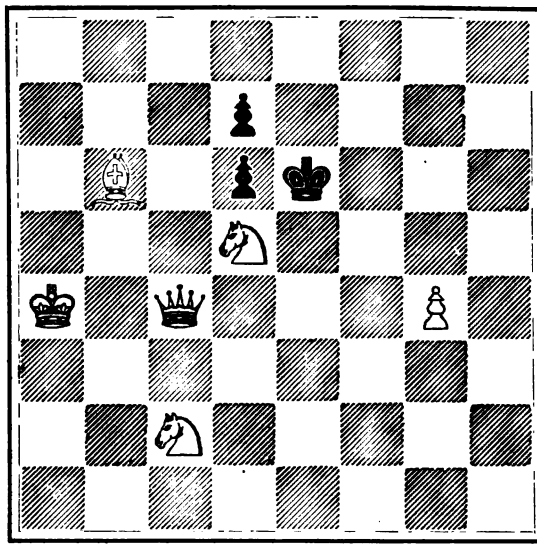
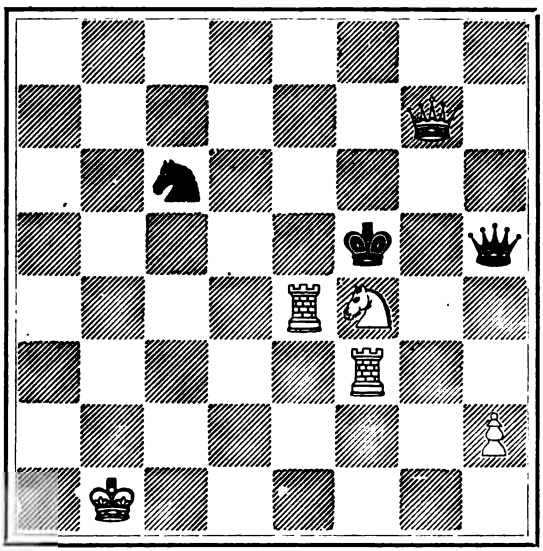


WHITE.

White mates in three moves.

XXX.

BLACK.



WHITE.

White mates in three moves.

XXXI.

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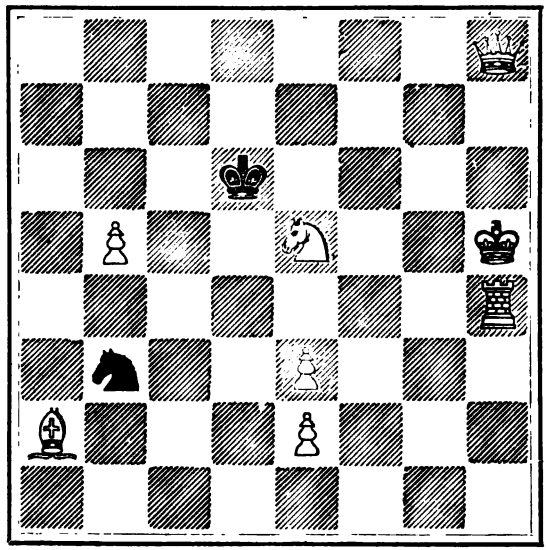

WHITE.

White mates in three moves.

XXXII.

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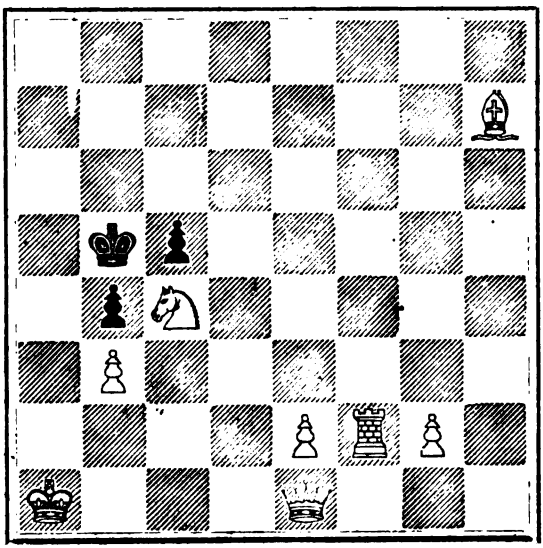

WHITE.

White mates in three moves.

Dubuque Chess Journal

LXXI. MARCH, 1876. NO. 71.

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LXXI. MARCH, 1876. NO. 71.

CHESS NOTATION.—We use in this Journal the American Notation or abbreviation, viz: K for king, roi, rex or koenig Q for queen, dame or regina; R for rook, castle, or tour; B for bishop, fou, laufer or alfiere; S for springer, knight, horse or cavalier; P for pawn, pedona, bauer or pion.

Judd vs. Alberoni.

The match between the above contestants came off in January. The rules were those in Staunton's Praxis; the time limit fifteen moves an hour, with the time saved to apply on the same game. A threefold repetition of the same series of moves by both players entitled either to claim a draw. Play to begin at 2 P. M., one game a day at least to be played. The first game to be played without intermission, and if a second be begun but not finished by 10 P. M., then the player having the first move to deliver his move, sealed up, to the referee. The winner of the first six games, draws not counted, to win the match. The result was, Judd won six, lost two, drew four.

GAME No. 595. (Scotch Gambit.)

Judd.	Alberoni.
1 P K 4	1 P K 4
2 S KB 3	2 S QB 3
3 P Q 4	3 P×P
4 KS×P	4 B B 4 (*)
5 B K 3	5 S×S (†)

6	B × S	6 B × B
7	Q × B	7 Q KB 3
8	P K 5	8 Q QS 3
9	Q × Q	9 RP × Q
10	B QB 4	10 S K 2
11	QS B 3	11 P QB 3
12	S K 4	12 Castles
13	Castles	13 P QS 4
14	B S 3	14 P QS 3
15	S Q 6	15 B QR 3
16	KR K 1	16 P QB 4
17	P QB 3	17 P QB 5
18	B QB 2	18 S QB 3
19	P QR 3	19 S K 2
20	QR Q 1	20 KR Q 1
21	P KB 4	21 R QR 2
22	B K 4	22 R QB 2
23	R Q 2	23 S QB 1
24	QR K 2 (*a*)	24 P KS 3
25	B KB 3	25 K KB 1
26	P KS 4	26 R QR 2
27	R Q 2	27 R QB 2
28	KR Q 1	28 S K 2
29	K KB 2	29 K KS 2
30	S K 4	30 S B 3
31	S KB 6	31 S QR 4
32	R × QP	32 R × R
33	R × R	33 R × R
34	S × R	34 S QS 6
35	K K 3	35 B QB 1
36	S × SP	36 B K 3 (*b*)
37	P QR 4	37 S B 4
38	P × P	Resigns. (*c*)

a] To this point Mr. Judd took one hour.

b] To this point Mr. Alberoni took one hour.

c] Duration of game, 2 hours, 41 min. From this game we see that Black is overmatched.

*] Q KR 5 is the best move here, then—

5	6	7	8	9
Q Q 3	S Q 2	P QB 3	PxP	PxS
S B 3	B B 4	P Q 4	SxS	QxQP

10 QxQ BxQ 11 B B 4 Castles 12 Castles, even.

‡] Q KB 3 is the usual move here.

GAME No. 596. (French Defence.)

Alberoni.	Judd.
1 P K 4	1 P K 3
2 P Q 4	2 P Q 4
3 S QB 3	3 B QS 5
4 B Q 3	4 P QB 4
5 QP×BP	5 P×P
6 B QS 5+	6 B Q 2
7 B×B+	7 Q×B
8 Q KS 4 (*a*)	8 B×S+
9 P×B	9 P KB 4
10 Q KS 3	10 QS QB 3
11 B KB 4 (*b*)	11 R Q 1
12 KS KR 3	12 P K 4 (*c*)
13 B×P	13 Q Q 7+
14 K KB 1	14 S×B
15 Q×S+	15 S K 2
16 P KS 3	16 Q×QBP
17 K KS 2 (*d*)	17 KR KB 1
18 S KB 4	18 QR Q 7 (*e*)
19 KR KB 1	19 P KS 3
20 S K 6	20 P K 6
21 Q×KP (*f*)	21 R K 7
22 S QB 7+ (*g*)	22 K Q 2
23 Q KB 4	23 Q K 5+
24 Q×Q	24 P×Q
25 S QS 5	25 P K 6
26 S×RP	26 S Q 4
27 P QB 4	27 S QB 6
28 S QS 5	28 RR×KBP+

29 R × R	29 R × R +
30 K KS 1	30 S K 5 (*h*)
31 R K 1	31 R × QRP
32 R × KP	32 S × QBP
33 R KB 3	33 R QB 7
34 R KB 7+	34 K K 3
35 R × RP	35 R × BP (*i*)
36 K KS 2	36 R QB 7+
37 K KB 3	37 R QS 7
38 S Q 4+	38 K KB 3
39 P KR 4	39 P QS 4 (*k*)
40 P R 5 (best)	40 S K 3 (*l*)
41 S × S	41 K × S
42 R KR 6	42 P QS 5
43 R × P+	43 K B 2
44 R QS 6	44 P QS 6
45 K KS 4	45 R QS 8
46 K KS 5	46 P QS 7
47 P KS 4	47 K KB 1
48 K KS 6 (*m*)	48 R KS 8
49 R QS 8+	49 K K 2
50 R QS 7+	50 K KB 1
51 R QS 8+	51 K K 2
52 R × QSP	52 R × P+
53 K R 7	53 K B 2
54 R KB 2+	54 K K 1
55 P R 6	55 K K 2
56 K R 8	56 K K 1
57 P R 7	57 K K 2
58 R QR 2	58 K B 2
59 R R 7+	59 K K 1
60 R R 8+	60 K B 2
61 R KS 8	61 R QS 5
62 K KS 7+	62 K B 3
63 R KS 2	63 R QS 1+
64 R KS 8	64 R QS 5

65 R KB 8+	65 K K 2
66 R QR 8	66 R KS 5
67 R QR 7+	67 K KB 1
68 R KB 7+	Drawn.

a] A novelty deserving consideration.

b] White has now a fine game, notwithstanding the position of his Queen and pawns.

c] A bold advance.

d] QxKSP is quite tempting.

e] Mr. Judd's first hour.

f] The players thought 21 Q QS 8 ch would lead either to a draw or to White's defeat.

g] Mr. Alberoni's first hour.

h] —— RxRP leads to some interesting variations.

i] Up to this point Mr. Judd took two hours.

k] We prefer —— S K 3 here.

l] This costs a P and should have cost the game. PxP would have drawn, as the Black King is in front of the pawn.

m] A blunder, which enables Black to draw. 48 P KR 6 wins easily.

GAME No. 597. (Philidor's Defence.)

Judd.	Alberoni.
1 P K 4	1 P K 4
2 S KB 3	2 P Q 3
3 P Q 4	3 P×P
4 Q×P	4 B K 2
5 B QB 4	5 S KB 3
6 Castles	6 Castles
7 S QB 3	7 B K 3
8 B KS 5	8 S QB 3
9 Q Q 3	9 S QS 5
10 Q K 2	10 B KS 5
11 QR Q 1	11 S QB 3
12 P KR 3	12 B KR 4

13 P KS 4	13 S × KSP
14 B × KB	14 Q × B
15 P × S	15 B × P
16 Q K 3	16 B × S
17 Q × B	17 S K 4
18 Q K 2	18 Q S 4+
19 K KR 1	19 Q KR 5+
20 K KS 2	20 S × B
21 Q × S	21 Q KS 5+
22 K KR 2	

Drawn by perpetual check. Duration of the game one hour and fifteen minutes.

GAME No. 598. (French Defence.)

Alberoni.	Judd.
1 P K 4	1 P K 3
2 P Q 4	2 P Q 4
3 S QB 3	3 B QS 5
4 Q KS 4	4 P KS 3
5 P K 5	5 S QB 3
6 B QS 5	6 B Q 2
7 B × S	7 B × B
8 B Q 2	8 Q Q 2
9 S KB 3	9 P KR 4
10 Q KB 4	10 S R 3
11 Castles	11 S B 4
12 QR Q 1	12 B K 2
13 P QS 3	13 R KS 1
14 P KR 4	14 Castles QR
15 P QR 4	15 S × RP
16 S × S	16 P S 4
17 Q × KBP	17 QR B 1
18 Q × RP	18 R KR 1
19 Q S 6	19 R × S
20 B × P	20 R S 5
21 P KB 4	21 B × B

22 P×B	22 R R 1
23 S K 2	23 Q K 2
24 Q B 6 (weak)	24 Q R 2
25 K B 2	25 R×SP+
26 K K 1	26 Q R 5+
27 R B 2	27 R×R
28 Q×R	28 Q×SP
29 Q B 4	29 Q K 2 (1 h'r) (*a*)
30 K Q 2	30 P QS 4
31 P×P (1st hour)	31 B×P
32 Q S 3	32 R R 5
33 S B 4	33 Q R 2
34 K B 3	34 K S 2
35 K S 2	35 R R 7
36 Q QB 3	36 Q B 4
37 S Q 3	37 B×S
38 R×B	38 K B 1
39 R KS 3	39 Q R 2
40 Q QB 6	40 K S 1 (2d hour)
41 R QB 3	41 Q K 2
42 R QB 5	42 R R 2
43 Q R 6	43 P B 3
44 Q×BP	44 P R 3
45 Q×RP	Resigns.

a] Better exchange Queens and Rooks and play for a draw from this point.

GAME No. 599. (Sicilian Defence.)

Judd.	Alberoni.
1 P K 4	1 P QB 4
2 S QB 3	2 S QB 3
3 S KB 3	3 P K 3
4 P Q 4	4 P×P
5 KS×P	5 B QS 5
6 KS QS 5	6 S KB 3
7 B KS 5	7 Castles

8 P QR 3	8 B×S+
9 S×B	9 Q QR 4
10 B×S	10 P×B
11 B Q 3	11 S K 2
12 Castles	12 K R 1
13 P KB 4	13 Q QS 3+
14 K R 1	14 Q×SP
15 Q Q 2	15 Q S 3
16 R KB 3	16 R KS 1
17 R KR 3	17 Q QB 4
18 R KB 1	18 P QS 3
19 P KB 5	19 P×P
20 QR B 3	20 R S 2
21 QR S 3 (1 hour)	21 R S 4
22 S Q 5	22 S×S
23 P×S	23 Q×RP
24 Q K 1	24 R×R (1st hour)
25 P×R	25 B S 2
26 Q K 3	26 R KS 1 (blind)
27 R×P+	27 K×R
28 B×P+	28 K S 2
29 Q×Q	Resigns.

GAME No. 600. (French Defence.)

Alberoni.	Judd.
1 P K 4	1 P K 3
2 P Q 4	2 P Q 4
3 QS B 3	3 B S 5
4 B Q 3	4 P QB 4
5 P×QP	5 Q×QP
6 S KB 3	6 P×P
7 P QR 3	7 B R 4
8 P QS 4	8 P×S
9 P×B	9 B Q 2
10 Castles	10 B B 3
11 B K 3	11 S KB 3

12 B Q 4	12 Q×RP
13 S K 5	13 Q Q 4
14 S×B	14 S×S
15 B×P	15 S K 4
16 B×S	16 Q×QB
17 Q S 1	17 Castles QR
18 P QR 4	18 S KS 5
19 P KS 3	19 Q KR 4
20 P KR 4	20 R Q 5 (1st hour)
21 Q QS 5	21 Q Q 4
22 B K 2	22 S K 4
23 P QB 4	23 Q K 5
24 QR K 1 (1st h'r)	24 KR Q 1
25 P QB 5	25 R S 5
26 Q R 5	26 S QB 3
27 B B 4	27 Q×B
Resigns.	

GAME No. 601. (Sicilian Defence.)

Judd.	Alberoni.
1 P K 4	1 P QB 4
2 S KB 3	2 P K 3
3 S QB 3	3 S QB 3
4 P Q 4	4 P×P
5 S×P	5 B QS 5
6 KS QS 5	6 S B 3
7 B KS 5	7 P QR 3
8 S Q 6+	8 K K 2
9 S QB 4	9 P Q 4
10 S Q 2	10 Q R 4
11 B×S+	11 P×B
12 P×P	12 B×S
13 P×S	13 B×S+
14 Q×B	14 Q×Q+
15 K×Q	15 R Q 1+
16 B Q 3	16 P×P

17 KR K 1	17 P QB 4
18 K B 3	18 B S 2
19 B K 4	19 B × B
20 R × B	20 R Q 4
21 QR K 1	21 QR Q 1
22 P QR 3	22 R Q 5
23 P QS 4	23 P × P +
24 P × P	24 KR Q 3
25 QR K 2	25 P B 4
26 KR K 5	26 R Q 4
27 R × R	27 R × R
28 R K 3	28 P K 4
29 R R 3	29 P QR 4
30 P × P	30 R × P
31 R × P	31 P K 5
32 R R 5 (*a*)	32 R B 4 +
33 K Q 2	33 R Q 4 +
34 K B 3 (*b*)	34 K K 3
35 P R 4 (1st hour)	35 R Q 8 (1st hour)
36 R S 5	36 R KB 8
37 R KS 3	37 P KB 5
38 R KR 3	38 R × P
39 P R 5	39 R × SP
40 P R 6	40 R S 1
41 P R 7	41 R KR 1
42 K Q 4	42 K B 4
43 P B 4	43 P K 6
44 K Q 3	44 K S 5
45 R R 1	45 K B 6
46 P B 5 (*c*)	46 P K 7
47 P B 6	47 R × P
48 P B 7	48 R × R
49 P Queens	49 P Queens
50 Q R 8 +	50 K B 7
51 Q R 7 +	51 K S 6
Resigns.	

a] R R 4 looks better.
b] K B 1 seems preferable.
c] R KB 1 would perhaps draw.

GAME No 602. (French Defence.)

Alberoni.	Judd.
1 P K 4	1 P K 3
2 P Q 4	2 P Q 4
3 P×P	3 P×P
4 B Q 3	4 KS B 3
5 KS B 3	5 B Q 3
6 Castles	6 Castles
7 P KR 3	7 B K 3
8 QS B 3	8 P QB 3
9 S K 2	9 Q B 2
10 P QS 3	10 QS Q 2
11 P QB 4	11 P QS 3
12 Q B 2	12 QR QB 1
13 B S 3	13 KR K 1
14 B×S	14 S×B
15 S S 5	15 P S 3
16 P KB 4	16 S R 4
17 S×B	17 P×S
18 Q Q 2	18 R B 1
19 P S 3	19 R B 3
20 R B 3	20 QR B 1
21 QR KB 1	21 K R 1 (1st hour)
22 Q K 3 (1st hour)	22 P QB 4
23 K S 2	23 S S 2
24 S QB 3	24 BP×P
25 Q×P	25 B B 4
26 Q K 5	26 Q×Q
27 P×Q	27 R×R
28 R×R	28 R×R
29 K×R	29 P Q 5
30 S K 2	30 S B 4

31 K K 4	31 P KR 4
32 P KS 4	32 P × P
33 P × P	33 S R 3
34 S × P	34 S × P
35 B K 2	35 S B 7+ (2'd h'r)
36 K K 3	36 P QR 4
37 P R 3	37 S R 6
38 B S 4	38 S S 4
39 K Q 3	39 K S 2
40 S B 2	40 K B 2

and a draw was mutually agreed upon.

GAME No. 603. (Sicilian Defence.)

Judd.	Alberoni.
1 P K 4	1 P QB 4
2 KS B 3	2 P K 3
3 QS B 3	3 QS B 3
4 P Q 4	4 P × P
5 S × P	5 B S 5
6 KS S 5	6 S KB 3
7 QB S 5	7 P QR 3
8 S Q 6+	8 K K 2
9 S QB 4	9 P Q 4
10 KP × P	10 KP × P
11 Q K 2+	11 B K 3
12 Castles	12 B × S
13 SP × B	13 R K 1
14 Q K 3	14 K B 1
15 Q QB 5+	15 Q K 2
16 Q × Q	16 K × Q
17 S K 3	17 QR Q 1
18 P KB 4	18 P Q 5
19 P × P	19 R × P
20 R × R	20 S × R
21 B QB 4	21 P QS 4
22 B × B	22 BP × B

23 R Q 1	23 R Q 1
24 R Q 2	24 K B 2
25 S KS 4	25 K S 3
26 S K 5+	26 K B 4
27 P QB 3	27 S S 6+
28 P×S	28 R×R
29 K×R	29 S K 5+
30 K K 3	30 S×B
31 P KR 4	31 P KR 3
32 RP×S	32 RP×P
33 P KS 4+	33 K B 3
34 P QS 4	34 SP×P+
35 K×P	35 K K 2
36 K K 4	36 K Q 3
37 S Q 3	37 K B 3
38 K K 5	38 K S 3
39 K×P	39 P R 4
40 P×P+	40 K×P
41 K B 7	41 K R 5
42 S B 1	42 K R 6
43 K×P	43 K S 7
44 S K 2	44 K B 7
45 S Q 4+	45 K×P
46 S×P+	Resigns.

Duration of game one and one-half hours.

GAME No. 604. (King's Fianchetto.)

Alberoni.	Judd.
1 P KS 3	1 P Q 4
2 B S 2	2 P K 4
3 P K 3	3 S KB 3
4 S K 2	4 P QB 3
5 P KB 4	5 P K 5
6 P QS 3	6 B KB 4
7 B QS 2	7 S R 3
8 QS QB 3	8 S QB 2

9 Q B 1	9 B Q 3
10 S Q 1	10 Q K 2
11 S B 2	11 B Q 2
12 P QR 3	12 P KR 4
13 P Q 3	13 P × P
14 P × P	14 P R 5
15 B × S	15 Q × B
16 P KS 4	16 P KS 4
17 P B 5 !	17 Castles QR
18 P Q 4	18 QR K 1
19 P KR 3	19 R K 2
20 Castles (*a*)	20 KR K 1
21 S Q 1	21 K Q 1
22 P QS 4	22 P QR 3
23 R S 1	23 S R 1
24 P QR 4	24 B QS 1
25 KS QB 3	25 Q Q 3
26 R B 3	26 S S 3
27 P S 5	27 RP × P
28 P × P	28 S B 5
29 P × P	29 B × P
30 S R 2	30 Q R 7 +
31 K B 1	31 B B 5
32 S S 4	32 S × P +
33 S × S (bad)	33 B S 4 +
34 K B 2	34 R × S
35 R S 2	35 R × R +
36 K × R	36 Q S 6 mate

(*a*) Why not P K 4?

GAME No. 605. (Sicilian Defence.)

Judd.	Alberoni.
1 P K 4	1 P QB 4
2 KS B 3	2 P K 3
3 QS B 3	3 QS B 3
4 P Q 4	4 P × P

5 S×P	5 B QS 5
6 S×S	6 SP×S
7 Q Q 4	7 B×S+
8 P×B	8 P KB 3
9 B R 3	9 S K 2
10 Q Q 6	10 S S 3
11 B Q 3	11 Q K 2
12 P K 5 !	12 Q×Q
13 P×Q	13 P QR 4
14 K Q 2	14 B R 3
15 QR QS 1	15 B×B
16 P×B	16 K B 2
17 QR QS 7	17 KR Q 1
18 B B 5	18 P K 4
19 P Q 4	19 P×P
20 B×P	20 QR S 1
21 KR QS 1	21 R×R
22 R×R	22 K K 3
23 R R 7	23 S K 4
24 B×S	24 P×B
25 R×RP	25 K×P
26 R R 4	26 K K 3
27 P KB 4	27 P×P
28 R×P	28 P Q 4
29 K Q 3	29 P B 4
30 R B 2	30 R QR 1
31 P KR 3	31 K Q 3
32 R S 2	32 K B 3
33 K Q 2	33 R R 6
34 R B 2	34 K S 4
35 K B 1	35 K B 5
36 K S 2	36 R R 1
37 R KB 2	37 R K 1
38 R Q 2	38 R K 6
39 R QB 2 (1 hour)	39 K Q 6
40 R KB 2	40 P Q 5

41 P×P	41 P×P
42 P QR 4	42 R K 4
43 K B 1	43 R K 7
44 R KB 3+	44 K B 5 (1st hour)
45 P S 3	45 R QR 7
46 R B 7	46 R×P
47 R×P	47 K Q 6
48 R×P	48 R R 8+
49 K S 2	49 R KS 8
50 R S 7	50 R S 7+
51 K S 3	51 K Q 7
52 P R 4	52 P Q 6
53 P R 5	53 K K 8
54 R K 7+	54 R K 7
55 R Q 7	55 P Q 7
56 K B 3	56 P Q 8 (Q)
57 R×Q+	57 K×R
58 K Q 3	58 R KS 7
59 K K 3	59 R×P+
60 K B 4	60 R S 8
61 K B 5	61 K K 7
62 P R 6	62 K K 6
63 P R 7	63 R KR 8
64 K S 6	64 R KS 8+
65 K B 7	Drawn game.

GAME No. 606, (Irregular Opening.)

Alberoni.	Judd.
1 P QB 4	1 P KB 4
2 P K 3	2 S KB 3
3 S QB 3	3 P K 3
4 P Q4	4 P QS 3
5 P KB 3	5 B QS 2
6 B Q 3	6 P KS 3
7 P K 4	7 P×P
8 P×P	8 S QB 3

9 S KB 3	9 P Q 3
10 B S 5	10 B K 2
11 P Q 5	11 P×P
12 BP×P	12 S K 4
13 S×S	13 P×S
14 B×S	14 B×B
15 B S 5+	15 K B 2
16 Q K 2	16 Q Q 3
17 Castles QR	17 P QR 3
18 B R 4	18 K S 2
19 P KR 4	19 KR KB 1
20 P KS 4	20 P QS 4
21 B B 2	21 P QS 5
22 S R 4	22 B K 2
23 K S 1	23 P QR 4
24 P S 5	24 R B 5 (1st hour)
25 B Q 3	25 QR KB 1
26 Q QB 2	26 KR KB 7
27 Q B 4 (1st hour)	27 R QR 1
28 B B 1	28 B R 3
29 Q B 1	29 B S 2
30 Q K 3	30 R KB 5
31 B S 5	31 QR KB 1
32 QR QB 1	32 B B 1 (*a*)
33 QR KB 1	33 R×R
34 B×R	34 B Q 2
35 P S 3	35 B×S
36 P×B	36 Q B 4
37 Q×Q	37 B×Q
38 K B 2	38 R B 7+
39 K S 3	39 B Q 5
40 B R 6	40 R QS 7+
41 K B 4	41 R QB 7+
42 K Q 3	42 R×RP
43 B B 4	43 R R 6+ (2d h'r)
44 K Q 2	44 B K 6+

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45 K K 2	45 B B 5
46 B S 5 (2d hour)	46 R K 6+
47 K B 2	47 R×P
48 R Q 1	48 R Q 5
49 R×R	49 P×R
50 K B 3	50 B Q 3
51 K K 4	51 B S 6
52 K×P	52 B×P
53 K B 5	53 B×P
54 B B 4	54 B K 6+
55 K B 6	55 P R 4
56 K×P	56 P R 5
57 P Q 6	57 P R 6
58 P Q 7	58 B S 4
59 P Q 8 (Q)	59 B×Q
60 K×B	60 P R 7
61 B K 4	61 P S 6
62 K B 2	62 P S 7

Resigns, and Judd won the match.

a] Threatening RxKP, etc.

GAME NO. 607. (K B Gambit Declined.)

Contested lately in St. Louis.

T. M. Brown.	Max Judd.
1 P K 4	1 P K 4
2 P KB 4	2 B B 4 (*a*)
3 S KB 3	3 S QB 3
4 P QB 3 (*b*)	4 P Q 3
5 B B 4	5 B KS 5
6 P Q 4	6 P×QP (*c*)
7 Castles	7 S B 3
8 P QS 4 (*d*)	8 B S 3
9 P QS 5	9 P×P+
10 K R 1	10 S Q 5 (*e*)
11 P K 5 (*f*)	11 P×P (*g*)
12 B×P+ (*h*)	12 K×B

13 S×P+	13 K S 1
14 S×B	14 S×S (*i*)
15 Q×S	15 P KR 4 (j)
16 Q R 3	16 Q B 3
17 S×P	17 S B 4 (*k*)
18 R K 1 (*l*)	18 P R 5
19 S Q 5	19 S S 6+
20 P×S	20 Q×R (*m*)
21 Q K 6+	Resigns.

a] P Q 4 is the most approved method of declining the gambit.

b] PxP is a good continuation.

c] It seems that BxS would be good now; if 7 QxB PxQP; if 7 PxB Q ch, but the text move is good enough.

d] Q QS 3 seems preferable.

e] Well played; we now prefer Black's game.

f] SxP is better.

g] Though this seems well, Black might play BxS, 12 PxB [best] P B 7, 13 Q K 1 [best] PxS [Q], 14 PxS ch K Q 2, 15 RxQ QxP and Black has a winning game.

h] Unsound; there is nothing in the position to warrant it; QSxP is White's best play.

i] Weak; P B 7 wins a piece, giving Black a winning game.

j] A useless move; Black should have captured SP with S, protecting the double pawn, and allowing the other BP to advance. Black could then develop his game as fast as his defence required.

k] Q B 4 was better. Black's attempt was beautifully conceived, but a moment's consideration would have shown that he had not time.

l] Excellent; the result of a nice calculation.

m] If Q Q 3, 21 S K 7 ch K B 2, 22 Q B 5 ch Q K B 3, 23 Q Q 5 ch K B 1, 24 S S 6 ch QxS, 25 B R 3 ch wins Q and the game.

GAME No. 608. (Evans Gambit Declined.)

Max Judd.	T. M. Brown.
1 P K 4	1 P K 4
2 S KB 3	2 S QB 3
3 B B 4	3 B B 4
4 Castles	4 P Q 3
5 P QS 4	5 B S 3
6 P QR 4 (*a*)	6 P QR 3
7 P QB 3	7 S KB 3
8 P Q 3	8 B K 3
9 B×B	9 P×B
10 B K 3	10 S K 2
11 Q S 3	11 Q Q 2
12 S S 5	12 P Q 4
13 P×P	13 P×P
14 B×B	14 P×B
15 R K 1	15 Q B 4
16 S B 3	16 S S 3
17 S×P	17 S×S
18 P Q 4	18 S K 5
19 P KB 3 (*b*)	19 S×BP+
20 P×S	20 Q×P
21 S Q 2	21 Q S 5+
22 K R 1	22 Castles QR
23 S×S	23 Q B 6+
24 K S 1	24 P×S
25 Q K 6+ (*c*)	25 K S 1
26 Q×P	26 Q×P
27 P Q 5	27 K R 2
28 QR B 1 (*d*)	28 Q QS 6
29 R B 4 (*e*)	29 KR K 1
Resigns.	

a] P QS 5 is a more attacking move.

b] 19 Q QB 2 is better. Castles KR 20 PxS QxKBP ch, QxQ SxQ and White's game is a shade the better, having a passed P, while Black has an isolated P not passed, to defend, with pawns doubled besides.

c] Q QB 2 seems better, followed by R K 2 doubling Rooks, or bringing both Rooks into service on the King's side as emergencies require.

d] KR Q 1 is better.

e] White plays the ending weakly; KR Q 1 is better, but he loses RP then, and the game eventually; no matter how he plays after 28th move.

GAME No. 609. (Jerome's Double Opening.)

A. W. Jerome.	W. A. Shinkman.
1 P K 4	1 P K 4
2 S KB 3	2 S QB 3
3 B B 4	3 B B 4
4 B×P+	4 K×B
5 S×P+	5 S×S
6 P Q 4	6 B×P
7 Q×B	7 P Q 3
8 Castles	8 S KB 3
9 P KB 4	9 P QB 4 (*a*)
10 Q B 3	10 QS S 5
11 S Q 2	11 P QS 4
12 P KR 3	12 P KR 4
13 P K 5 (*b*)	13 P S 5
14 Q B 3	14 B R 3
15 P×KS	15 B×R
16 Q S 7+ (*c*)	16 K×P
17 S K 4+	17 K S 3
18 P B 5+	18 K×P
19 P×S+	19 K S 3 (*d*)
20 Q Q 5 (*e*)	20 Q Q 2 (*f*)
21 Q S 5+	21 K B 2
22 P×P	22 B B 5
23 P QS 3	23 B K 3
24 B S 2	24 QR KS 1
25 R Q 1	25 P Q 4
26 B K 5	26 R KB 1

27 R B 1+	27 K KS 1
28 S B 6+	28 R×S
29 B×R (*g*)	29 R R 3
30 R B 4	30 P R 4
31 B K 5	31 P B 5
32 P×P	32 P×P
33 B Q 4	33 P QR 5
34 R K 4	34 P S 6
35 BP×P	35 BP×P
36 P R 3	36 Q KB 2
37 P S 4	37 Q QB 2
38 B K 5	38 P S 7
39 B×P	39 Q S 6+
40 K B 1	40 Q B 6+
41 K S 1	41 Q S 6+
42 K B 1	Drawn. (*h*)

a] We do not approve of this system of defence; it appears to us, that moving forward the QB and QS P's, only weakens Black's Queen's wing. Black having a piece more can well afford to remain on the defensive and await White's attack. We therefore believe 9 —— QS Q 3 to be the proper move followed by 10 —— P Q 4 if Q checks, or else by 10 —— R K 1.

b] The attack is spirited from this point.

c] Would not the capture of the S immediately have been better? Suppose—

16	17	18	19
PxS	Q Q 5	S K 4	P KB 5
B R 3	KxP	K K 2	———

and White appears to have a manifest advantage.

d] The only move, for any other move loses the Q or leads to mate: 19 —— KxP A B C, 20 SxQP, and if 20 —— QxS, 21 mate in two or 20 —— BxSP or Q KB 1. White mates in a very few moves.

A	19	20	21
	———	S S 5 ch	mates in three.
	K K 3	K B 3	———————

B 19	20	21	22
——	Q Q 5 ch	Q K 6	S S 5 ch and wins.
P x P	K S 3	K R 2	——

C 19	20	21	
——	B B 4 ch	R x B	and forces mate soon.
K K 4	K x B	——	

e] B KS 5 seems decisive but Black has a satisfactory defence in Q to QS 3. We are inclined to think that S to S 5 would have maintained the attack; 20 S S 5, White now threatens mate in a few moves, both at K B 7 and K 4; therefore 20 —— Q K 1 21 B Q 2 threatening 22 R K 1. 21 —— R KB 1 22 P x RP ch K x P, 23 Q x KSP —— [threatening mate by Q KR 7 ch and Q KR 3] 23 —— B x SP 24 Q KR 7 ch K S 5 25 R K 1 wins.

f] Again the only move.

g] R x R is promising, but Black can insure a draw by R x RP.

h] The game is extremely interesting throughout, and abounds in critical and instructive positions.

Game No. 610. Evans Gambit.

Contested lately in Des Moines, Iowa.

D. P. Norton.	Capt. Smith.
1 P K 4	1 P K 4
2 S KB 3	2 S QB 3
3 B B 4	3 B B 4
4 P QS 4	4 S × P
5 P B 3	5 S QB 3
6 P Q 4	6 P × P
7 Castles	7 P × P
8 S × P (*a*)	8 KS K 2 (*b*)
9 S KS 5	9 Castles (*c*)
10 Q KR 5	10 P KR 3
11 S × P	11 R × S
12 Q × R +	12 K R 1
13 Q R 5	13 S KS 1
14 Q × B wins.	

a] White might also play BxP ch, and if KxB, then Q Q 5 ch, etc, with the better game.

b] P Q 3 seems better.

c] S K 4 does not avail; the Compromise defense to the Evans requires the KB to be at QR 4, not QB 4.

GAME No. 611. (QS Opening.)

(Contested in the N. Y. D. T. Chess Club.)

Alberoni.	Allies.
1 P K 4	1 P K 4
2 QS B 3	2 B B 4
3 S B 3	3 S QB 3
4 B QS 5	4 KS K 2
5 Castles.	5 Castles
6 S×KP	6 S×S
7 P Q 4	7 P QB 3 (*a*)
8 B R 4	8 B S 5 (*b*)
9 P×S	9 Q R 4
10 B S 3	10 B×S
11 P×B	11 Q×BP
12 B R 3	12 R K 1 (*c*)
13 B Q 6	13 S S 3
14 P B 4	14 P QB 4 (*d*)
15 B×KBP+ (*e*)	15 K×B
16 Q Q 5+	16 R K 3
17 P B 5	17 Q Q 5+
18 Q×Q	18 P×Q
19 P×R+	19 K×P
20 R B 5	20 P S 3
21 QR KB 1 wins.	

(a) We should have preferred BxP.

(b) BxP now, would give White a fine game, e. g:—8 —— BxP, 9 QxB QS KS 3 A, 10 Q Q 6 etc:—

9	10	11	12
——	P KB 4	P KB 5	P KB 6 etc.
Q Q 3	QS S 3	S K 4	——

(c) 12 —— QxKP is bad; 13 B Q 6 QxKP, 14 R K 1 wins Springer; or if 13 —— Q KB 3 White wins S by P K 5 followed

by P KB 4 and K S 3 on the Queen going to K S 4 and R 5.

(d) This turns out badly, but Black's position is one of great difficulty. Q K 6 ch with the object of capturing KBP with S would have been suicidal:—14 —— Q K 6,

15	16	17	18	20
K R 1	BxKBP ch	Q KR 5 ch	QxRP ch	RxS wins.
SxKBP	KxB	P KS 3	K K 3	——

(e) White plays with great vigor throughout.

GAME No. 612. (Damiano Gambit.)

(Contested lately in Western Pennsylvania.)

J. C. Douds.	P. Mills.
1 P K 4	1 P K 4
2 S KB 3	2 P KB 3 (*a*)
3 S×P (*b*)	3 Q K 2 (*c*)
4 KS B 3	4 Q×P+
5 B K 2	5 S K 2 (*d*)
6 Castles	6 QS B 3
7 P Q 4	7 P Q 4
8 QS B 3	8 Q K 3
9 R K 1	9 Q Q 2 (*e*)
10 B KB 4	10 P QR 3
11 P KR 3	11 P KS 4 (*f*)
12 KS×P (*g*)	12 P×S (*h*)
13 KB S 4	13 Q Q 1

and White announces mate in three moves.

(a) An inferior defence. P R 3 would avoid the books if that be the object.

(b) Perfectly sound.

(c) If PxS, 4 Q KR 5 ch P KS 3 (best) 5 QxKP ch Q K 2 6 QxR S KB 3.

(d) Making a bad position worse by shutting in the B. He might have played B QS 5, 6 Castles S K 2, 7 R K 1 Q KB 4 followed by P Q 4 and K B 2 with a free position.

(e) Both Bishops shut up now. If Q KB 2, 10 S QS 5 K Q 1 11 B KB 3.

(f) Should have played P QS 3 B QS 2 and Castled.

(g) A beautiful and brilliant ending.

(h) B S 2 was better, leaving BP to go to B 5, and the K to B 1. There should be odds of a piece between players whose powers are so unequal.

GAME No. 614. (KS Opening.)

(Contested lately in Pine Bluff, Arkansas.)

Hudson.	Freelock.
1 P K 4	1 P K 4
2 S KB 3	2 S QB 3
3 B B 4	3 Q K 2 (*a*)
4 S QB 3	4 P Q 3
5 P Q 4	5 P × P
6 S × P	6 S × S
7 Q × S	7 P QB 4 (*b*)
8 Q Q 3	8 B K 3
9 B S 5+	9 B Q 2 (*c*)
10 S Q 5	10 Q Q 1
11 P K 5 (*d*)	11 S K 2 (*e*)
12 B S 5	12 P × P (*f*)
13 Castles QR	13 P KB 3 (*g*)
14 B × P (*h*)	14 K B 2
15 B × KP	15 B × B
16 Q KB 3+	16 K K 3
17 KR K 1	17 B B 3
18 B B 7 dis+	18 K Q 2
19 B × Q	19 R × B
20 S S 4 dis+	20 K B 1
21 S × B	21 S × S
22 Q B 5+	22 K B 2
23 Q B 7+	23 B K 2
24 R × R	24 R × R
25 R × B+	25 S × R
26 Q × S+	26 R Q 2
27 Q × BP+	Resigns.

(a) A very bad move, seriously cramping Black's position.

(b) Under the circumstances, should have played Q KB 8, 8 Q Q 3 best B K 3 then castle QR.

(c) We should now prefer K Q 1, followed by P KB 3 next move, whether White push on KP or otherwise. He might also move P QR 3 and force exchange of Bishops. It was better to forego castling than to attain such a cramped game.

(d) A little premature; castling is better.

(e) Black would lose the exchange if he now play BxB e.g:

12	13	14	15
QxB ch	S B 7 ch	QxQ ch	SxR
Q Q 2	K moves	KxQ	

but he might have equalized the game by Q R 4 ch, 12 S B 3 (best) Castles, even game.

(f) Q R 4 ch is much better; 13 S B 3 (best) BxB, 14 QxB ch QxQ, 13 SxQ K Q 2, 14 SxQP White has better game. He might also have played B QB 3, giving play to his Q with advantage. P KR 3 is better than the text move.

(g) Trying to fight off the B, but does not succeed. B QB 3 was the only safe play. White's best reply is 14 Q K 2 then Q QS 1. This frees the Springer and gives Black a better chance.

(h) Beautiful; Black cannot save it now. White might also have won a piece by BxB ch; for if Q or KxB in reply, Black loses Q. The ending is very fine.

GAME No. 614. (Giuoco Piano.)

(Contested in Buffalo,)

B. McPherson.	G. H. Thornton.
1 P K 4	1 P K 4
2 S KB 3	2 S QB 3
3 B B 4	3 B B 4
4 P Q 3	4 P Q 3
5 Castles	5 B KS 5
6 P KR 3	6 B R 4
7 B KS 5	7 Q Q 2
8 S QB 3 (*a*)	8 S Q 5 (*b*)
9 P KS 4	9 B×P (*c*)
10 P×B	10 Q×P+
11 K R 2	11 S×S+
12 K R 1	12 Q R 6±

(a) White should have played P QB 3 to prevent Black from advancing S Q 5.

(b) Immediately taking advantage of his opponent's error. White must now submit to some loss.

(c) The winning move.

A Chess Prodigy.

The child chess player, Frank Norton, of Des Moines, Iowa, of whom we have already spoken in a previous number, still improves.

In the following game, his first by correspondence, he receives a Q for his QR, from A. W. Jerome. of Paxton, Illinois.

Remove White QR and Black Q.

Frank Norton.	Jerome.
1 P K 4	1 P K 3
2 P Q 4	2 P Q 3
3 B QB 4	3 P QR 3
4 P KB 4	4 P QS 4
5 B S 3	5 B K 2
6 P Q 5	6 P K 4
7 P×P	7 P×P
8 P Q 6	8 B×P
9 Q Q 5	9 S KB 3
10 Q×R	10 KS Q 2
11 Q Q 5	11 Castles
12 B K 3	12 S KB 3
13 Q R 8	13 B Q 2
14 B R 7	14 S B 3
15 Q S 7	15 S×P
16 B Q 5	16 S Q 1
17 Q×RP	17 S QB 4
18 B×S	18 B×B
19 S K B 3	19 B Q 3
20 Castles	20 P QB 3
21 Q S 6	21 K R 1
22 S QB 3	22 P KB 3
23 S×QSP	Resigns.

Game No. 615. (French Defence.)

Played at the Philidorian Chess Club, Keokuk, Iowa, Oct. 5th, 1875.

E. Jaeger.	A. Gruner.
1 P K 4	1 P K 3
2 P QB 3 (*a*)	2 P QS 3
3 P KB 3	3 B QS 2
4 S K 2	4 S KB 3
5 S S 3	5 P S 3
6 P Q 4	6 B K 2
7 B K 2 (*b*)	7 P Q 3
8 Castles	8 Castles
9 B KR 6	9 R K 1
10 S Q 2	10 B B 1 (*c*)
11 B KS 5	11 QS Q 2 (*d*)
12 P K 5	12 P×P
13 P×P	13 S×P
14 S K 4	14 B×S
15 S×B	15 Q×Q (*e*)
16 S×S+	16 K KS 2
17 S×R+	Resigns.

(a) We believe this to be a decidedly inferior move.

(b) B KR 6 would have been an embarrassing move for Black.

(c) Not so good as K R 1 followed by S S 1.

(d) B K 2 would have been better.

(e) Black might have made a stubborn resistance by 15 SxS, e. g:—

16	17	18
BxQ	Q K 1	R KB 2
RxB	S Q 7	B B 4

GAME No 616. (KS Opening.)

Played by correspondence between the Jackson Chess Club, Jackson, Tenn., and the Donoho Chess Club, Lebanon, Tenn.

White—Jackson.	Black—Donoho.
1 P K 4	1 P K 4
2 KS B 3	2 P Q 4
3 P Q 4 (*a*)	3 KP×QP

4 Q×P	4 KS B 3 (*b*)
5 P K 5	5 QS B 3
6 B QS 5	6 KS K 5
7 Castles	7 B QB 4
8 B×QS+ (*c*)	8 B Q 2
9 Q QR 4	9 B×B
10 Q QS 3	10 Q Q 2 (*d*)
11 QS B 3 (*e*)	11 P KS 4 (*f*)
12 S×S (*g*)	12 P×S
13 S×P (*h*)	13 R KS 1
14 P K 6 (*i*)	14 P×P
15 Q×P+ (*j*)	15 Q×Q
16 S×Q	16 P K 6
17 P KB 3	17 P K 7 dis+
18 S×B	18 B×KBP (*k*)
19 P KS 3	19 Castles (*l*)
20 KR K 1	20 R Q 8 (*m*)
21 B K 3	21 KR KB 1
22 S Q 3	22 B KR 4
23 S KB 4	23 KR Q 1
24 QR QB 1	24 B S 3
25 S×B	25 P×S
26 K B 2	26 QR Q 3
27 R×P	27 R KB 3+
28 K S 2	28 R K 1
29 P KR 4	29 QR K 3
30 QR K 1	30 P QR 4
31 K B 3	31 P QS 4
32 B B 4	32 R×R
33 R×R wins.	

a] If 3 PxP P K 5, 4 S K 5 QxP, 5 P Q 4.

b] We should prefer B K 3 followed by P QB 3, and if White push P to K 5 then P KB 3.

c] White's 8th and 9th moves were announced together, the latter unconditionally (and very unwisely so) thereby enabling Black to play as in the text and pre-

vent the doubling of their pawns; also getting their two Bishop's very strongly posted and obtaining the attack.

d] Threatening B QS 4.

e] We like B K 3 better; if P Q 5 R Q 1!

f] Want White to look at the nice things in their parlor!

g] To capture SP would entail the fate of the traditional fly, e. g:—

12	13	14	15
SxSP	BxS	if B B 4	if S Q 1
SxS	R KS 1	P Q 5	RxP ch wins.

White cannot maintain the B by 14 P KR 4, because Black will answer P KR 3. If White capture SP with B we have—

12	13	14	15	16
BxP	SxS	S KB 3 [best	S K 1	S QS 5 [best]
SxB	Q S 5	R KS 1	P Q 5	QxP ch

17	18	19	20	21
SxQ	K R 1	K S 1	K R 1	R B 3
RxS ch	RxBP ch	R S 7 ch	R S 6 ch	BxR ch

22	23	24	25	26
QxB	SxP ch	SxR	R KS 1	R ch
RxQ	K Q 1	K B 1	P QS 4	K S 2

and Black win easily.

h] They now co. clude is safe to take a look in Black's parlor, and perhaps it was if they had followed this capture with sound play. In view, however, of the dangerous location of Black's QB, we think they should have made an effort to capture it, or drive it from its post, e. g:—

13	14	15	16	17
P K 6	QxQ ch	S K 5	P QB 4	BxP
QxP	PxQ	B QS 4	B R 8	——

13	14	15	16	17
P K 6	S K 5	SxB	BxP	B K 8
PxP	Q Q 3	QxS	R KS 1	——

In either event White have the better game.

i] They had at their command a perfectly sound and good move, viz :—

14	15	16	17
Q QB 4	QxKB	P K 6	SxP at K 5
if B QS 4	BxR	PxP [best]	———

and the game is even any way Black play it; if 17 castl's

18	19	20	21
B KS 5	S B 6	SxB	KxB
BxP	Q KS 2	RxS	QxB ch

even game. If 17 —— R KS 3, 18 B KS 5 ——, White win back the exchange with at least an even game. If Black at any stage of the foregoing attempt Q Q 8 they lose Q and the game. Again—

14	15	16
Q QB 4	Q K 2!	P K 6
if B S 3	if P KB 3	PxP

17	18	19	20
Q KR 5 ch	R Q 1	S B 7 ch	P QB 4
K Q 1	B Q 4	K B 1	———

and White win, or let Black at 15th move play as they may, White's Q at K 2 makes their position entirely sound, having command of Black's KS 5 square, and threatening capture of their P at K 5, which they cannot prevent. White would have lost a piece had they played 14 B K 3 BxB, 15 QR Q 1 Q K 2, 16 PxB RxS, or if QxB Q KS 5, 16 P KR 4 P KR 3.

j] A grave mistake; B K 3 is now safe.

k] Splendid.

l] Too greedy. Had they captured R with P, they would have had very nearly a winning advantage. The position hardly admits of any thing better.

m] Why not advance KRP, leaving QR to go to K B 1?

GAME No. 617. (Evans Gambit.)

The following game was recently played between the Tuscaloosa and Montgomery Clubs.

Tuscaloosa.	Montgomery.
1 P K 4	1 P K 4
2 KS B 3	2 QS B 3
3 KB QB 4	3 KB QB 4

4 P QS 4	4 B×QSP
5 P QB 3	5 B R 4 (*a*)
6 P Q 4	6 P×P
7 Castles	7 P×P (*b*)
8 Q QS 3	8 Q KB 3 (*c*)
9 P K 5	9 Q S 3 (*d*)
10 QS×P	10 KS K 2
11 QS K 2	11 P QS 4 (*e*, 1)
12 KB Q 3	12 Q K 3
13 Q QS 2 (*f*)	13 KS Q 4 (*g*, 2)
14 KB K 4	14 P KR 3 (*h*, 3)
15 KR Q 1 (4)	15 S K 2
16 P QR 4 (*i*, 5)	16 P×P
17 QR×P	17 R QS 1
18 Q QR 1	18 Q QS 6
19 KR Q 3	19 Q QS 3
20 KB×S	20 S×B
21 P K 6	21 P KB 3
22 KS Q 4	22 KB QS 5 (*j*)
23 S KB 5	23 P×P
24 S×KSP+	24 K KB 2
25 KR KS 3	25 Q S 4 (*k*)
26 B QS 2	26 KR Q 1 (*l*)
27 S KB 4	27 B QB 4
28 Q QS 1	28 B×KBP+(*m*)
29 K R 1 (*n*)	29 S Q 5 (*o*)
30 Q KS 6+	30 K K 2
31 S B 5+ (*p*)	31 Q×S (*q*)
32 Q KS 7+	32 K Q 3
33 R QB 3	33 B Q 2 (*r*)
34 B QR 3+	34 P QB 4
35 R×QBP (*s*)	35 Q×R
36 B×Q+	36 K×B
37 S Q 3+ (*t*)	37 K Q 3
38 R R 1	38 S KB 4 (*u*)
39 Q KS 4	39 B Q 5

40 R QB 1	40 R KS 1
41 Q KB 4+	41 K K 2
42 R K 1	42 R QS 4 (*v*)
43 Q QB 1	43 S S 6+
Resigns. (*w*)	

NOTES BY THE TUSCALOOSA CLUB.

(a) Better than to B 4, in our opinion, though the two moves are considered equally good by the best chess-players.

(b) The proper move as played by Merphy, Staunton and others, at this juncture, is P to Q 3. Though it may be remarked, that the Montgomery Club have very nearly demonstrated that the move adopted by them is not unsound.

(c) The only proper defence.

(d) If S had captured the pawn, White would have responded by playing R K 1.

(e) A capital move, White cannot safely capture the proffered pawn.

(f) White cannot afford to exchange Queens, having sacrificed two pawns.

(g) Better than to have played to K S 3.

(h) The only safe move.

(i) Q B KB 4 would have been better.

(j) Best.

(k) Very strong, attacking S and preventing White from playing S KR 5.

(l) Too cautious. The Springer could have been safely captured,

(m) Very well played; but Q x B would have been better.

(n) To avoid the threatened exchange of Queens, would have been fatal to White's chances of success.

(o) Comparatively inferior.

(p) The only possible hope.

(q) Capturing the S in any other manner would probably have resulted fatally to Black.

(r) P Q B 4 would have been far better.

(s) A powerful move, which almost necessitates the sacrifice of Black's Queen for the Rook and Bishop.

(t) Q K 7 (checking) would have been greatly better, and would, if followed up properly, possibly have led to a different result in the game.

(u) The best possible move, entirely relieving Black from all embarrassment.

(v) Both furtive and forcible. No line of play could now save White's game, which is irreparably lost.

(w) This game affords one of the most interesting illustrations of the Evans Gambit throughout, which we have ever seen published.

NOTES BY THE CHESS JOURNAL CRITIC.

	12	13	14	15	16	17	18
(1)	B x P	Q R 4	B x S	S K B 4	S Q 5	R Q 1	B R 3
	R Q S 1	P Q R 3	S x B	Q K B 4	R S 4	Castles	R K 1

Black has the better game.

12	13	14	15	16	17	18
Q x P	Q B 5	Q R 3	B Q 3	Q S 2	Q B 2	B x Q
Q R S 1	B S 3	Q B 7	Q B 4	B R 4	Q x Q	B Q R 3

Black wins the exchange.

(2) All book moves before this. The best continuation for Black according to Zukertort, is S K S 3, when—

14	15	16	17	18
Q S K B 4	B x S	Q R B 1	K R Q 1	Q S 1
S x S	P K R 3	P Q R 3	B Q S 2	Q R Q 1

or castles Q R, Black having the better game. The text move threatens nothing, attacks nothing, prevents nothing except an exchange which is desirable to Black's game; and as White make them put the Springer right back again, it may be considered a move lost.

(3) Black cannot castle because of the danger of B x R P ch and White threaten to win a piece by S K S 5.

(4) Q x P would be answered by S Q B 6 and White would be hustled around rather lively.

(5) White can now play Q x Q S P with perfect safety, e, g:—16 Q x Q S P R Q S 1 (best), 17 Q B 5 If B S 5, 18 Q B 2 ——. Black must now play S x P or S K S 3 because of White's threatening S K B 4. If 18 —— S x P, 19 S x S Q x S, 20 B Q S 2 ——. White now threaten capture of Q B P and K S P, either event equalizing the game, to say the least. If 20 —— Q Q B 4, 21 Q x Q B x Q and White take two more pawns, with the better game. If 18 —— S K S 3, 19 B Q 5 Q K 2, 20 B x S P x B, 21 Q x P ch and White have the better game. If instead of B Q S 5 Black play 17 B S 3, 18 Q Q B 3 S K S 3 (best) 19 B Q 5 Q K 2, 20 B x S P x B, 21 Q x P ch B Q 2, 22 Q K 4 —— even game. The move P Q R 4 seems a bad continuation. White not having taken advantage of Black's weak 13th move. The move S K B 4 threatened by White, was useless while the Black Q could find a lodgment at Q B 4, but the capture of S P by White at 16th move, would place Black's Q in a critical position.

Chess in Mexico.

The City of Mexico has a large and flourishing chess club, who at latest advices, were busily engaged in a grand tournament.

The two leading players are Senor Andres Clemente Vazquez, (a native of Havana, and author of two original works on chess, entitled, "One Hundred Chess Problems," and "Analysis of the Game of Chess") and Mariano Equiluz, a native of Mexico, and a barber by occupation. Senor Vazquez is of course a scientific book player, while his antagonist relies on his wonderful powers of combination, whence most interesting games occur. Some of the other most distinguished members are Senores Vigueras, Ferreros, Carrington, Reina, Cowan and Fiol.

The following games of Mr. Equiluz will illustrate the remarkable powers of combination of that gentleman.

GAME NO. 618. (Musio Gambit.)

M. Equiluz.	A. C. Vazquez.
1 P K 4	1 P K 4
2 P KB 4	2 P×P
3 KS B 3	3 P KS 4
4 B B 4	4 P KS 5
5 Castles	5 P×S
6 Q×P	6 Q B 3
7 P K 5	7 Q×P
8 P Q 3	8 B R 3
9 B Q 2	9 S K 2
10 QS B 3	10 P QB 3 (*a*)
11 S K 4 (*b*)	11 P Q 4
12 B B 3	12 P×S
13 B×Q	13 P×Q
14 B×R	14 S B 4 (*c*)
15 QR K 1+ (*d*)	15 S K 6
16 R×P	16 QB S 5
17 R B 2	17 S Q 2

18 B Q 4 (*e*)	18 Castles
19 B×BP	19 P B 4
20 B B 3	20 B S 4
21 P KR 3 (*f*)	21 B Q 8 (*g*)
22 B Q 2 (*h*)	22 B R 5
23 R×P	23 B×R
24 B×S	24 B×P
25 P Q 4	25 P×P
26 R×P	26 B S 3
27 B K 6	27 B QR 4 (*i*)
28 R B 4+	28 K S 1
29 B B 4+	29 K R 1
30 B×S	30 QB KB 2
31 R B 8+	31 R×R
32 B×R	32 B×P
33 B KB 5	33 B S 1
34 P KS 4	34 B Q 1
35 P S 5	35 P QR 4
36 P R 4	36 P S 4
37 K B 2	37 K S 2
38 K K 3	38 K B 3
39 P R 5	39 P S 5
40 K K 4	40 P R 5
41 B B 1	41 P R 6
42 P×P	42 P×P
43 K B 4	43 B K 2
44 B K 4+	44 K Q 2
45 K B 5	45 B K 3+
46 K K 5	46 B×P
47 B×P	47 P R 3
48 B KB 5	48 B×B
49 K×B	49 K B 1
50 K S 6	50 B K 6

Drawn game.

(a) Up to this point the attack and defense are considered best by the authorities who now favor QS B 3.

(b) Recommended by good players but inferior to QR K 1.

(c) A better continuation is PxP 15 KxP (best) B K 3, and Black has a clear advantage. The play in the text, however, is both brilliant and forcible, though if properly contested by White seems to involve the loss of two pawns, which Black can ill afford to spare.

(d) In view of the difficulties to which this leads, a more defensive line of tactics would be prudent, e. g., 15 RxP S K 5, 16 R B 2 if B S 5, 17 P KS 3 if P B 5, 18 Q R K 1, if 17 PxP 18 BxP ch., K moves 19 PxP and White avoids a cramped position.

(e) As the B is soon forced to B 3 this seems to lose time.

(f) A clear waste of time, P KS 3 is better.

(g) First rate, winning a P at the least.

(h) White might have escaped with the loss of a P by R Q 2, for if B R 5 in reply, then QRxB wins a piece.

(i) A serious mistake, losing a piece. Should have B KS 6.

GAME NO. 619. (Scotch Gambit.)

A. C. Vazquez.	Mariano Equiluz.
1 P K 4	1 P K 4
2 KS B 3	2 QS B 3
3 P Q 4	3 P×P
4 KB B 4 (*a*)	4 B K 2 (*b*)
5 Castles	5 P Q 3
6 P QB 3 (*c*)	6 QB S 5 (*d*)
7 Q S 3	7 B×S (*e*)
8 B×P+	8 K B 1
9 P×B	9 KS B 3
10 B K 6	10 QR S 1
11 K R 1	11 Q K 1
12 QB B 4	12 S K 4 (*f*)
13 P×P	13 S S 3
14 QB S 5	14 S R 4
15 B×B+	15 Q×B
16 Q Q 5	16 KS KB 5
17 Q KB 5+	17 K K 1 (*g*)
18 B S 3	18 KR B 1
19 Q KS 4	19 P KR 4 (*h*)
20 Q S 3	20 Q B 3
21 P K 5	21 P×P

22 P×P	22 S×P
23 S B 3	23 P R 5
24 Q S 1	24 S×P (*i*)
25 Q S 4	25 S S 3
26 S Q 5	26 Q Q 3
27 S×P+ (*j*)	27 K K 2
28 KR K 1+	28 QS K 4
29 Q S 5+	29 K Q 2
30 QR Q 1	30 S Q 6
31 R×S	31 Q×R
32 R Q 1	32 Q×R+
33 B×Q	33 S K 2
34 Q QB 5	34 S QB 3
35 S S 5	35 R B 3
36 B S 4+	36 K Q 1
37 Q Q 5+	37 K K 2
38 S B 7	38 R Q 1
39 Q QB 5+	39 K B 2
40 Q QB 4+	40 K S 3
41 S K 6	41 R Q 3 (*k*)
42 Q B 5	42 KR×S
43 Q KB 5+	43 K R 3
44 Q R 5±	

(a) The most approved continuation of late is SxP.

(b) Greatly inferior to the standard moves of B QB 4 and S KB 3.

(c) Good play, though White might adopt SxP with advantage.

(d) Intrinsically bad, S KB 3 is the only good move.

(e) Black has already a lost game. This is as good as anything now.

(f) It would have been better to capture P with P than to allow White to make the capture, thus making a strong centre.

(g) Q KB 3 would have forced an exchange of Queens, which was greatly to Black's advantage, considering his inferior position.

(h) Studiously avoiding an exchange of Queens, which migh t still have been accomplished by Q KR 5, for if White retreat Q KS 1 Black could force an exchange or draw by playing S R 6 and S B 5 alternately.

(i) Missing a fine opportunity, for which his 23d move seemed especially designed, either to force a draw or obtain the better

game by here playing S R 6, 25 Q S 2 S B 5, and White must draw or play 26 S Q 5 SxQ, 27 SxQ ch. RxS, 28 KxS SxP and Black has the better game.

(j) White's game is beautifully and soundly played from this to the end, nor is Black's brilliant defense scarcely less praiseworthy.

(k) R Q 7 would have prolonged it, but the result is only a question of time.

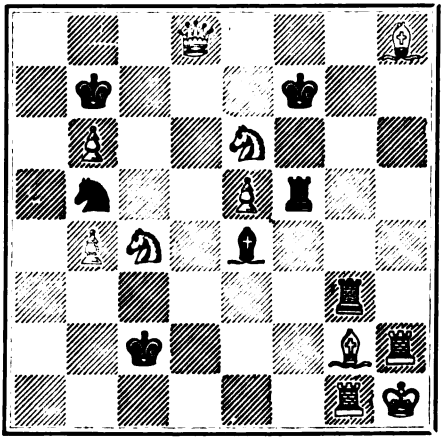
Regular Problems.

Problem No. 1298. By Louis Boisot.

man	from	tious	game	frets	wis	its	nev
cau	fol	wise	dom	game	er	chess	of
him	thinks	al	ly	of	out	may	thought
same	a	first	the	think	the	words	or
be	fall	the	roy	then	he	less	rule
plays	our	fore	speaks	life	at	thinks	and
the	still	so	wis	he	hap	of	hour
in	dom	fool	is	all	and	speaks	ly

How shall a Springer make sense of this?

No. 1299. By A. Rosenbaum.
Hon. Sec. West End Chess Club, London.



White to play and mate the three Kings simultaneously, in four moves.

Solutions to Regular Problems.

1134 White to mate. 1 P K 6+
Black to mate. 1 S QR 3+
White sui ± 1 B QR 5+ B×B 2 S K 6+ ±
Black sui ± 1 S QR 3 K Q 4 2 S K 3+ ±

1135 Q KR 1 1136 R QB 4+

1137 1 Q QS 5 or 1 P QS 5

1138 Q KS 8 1139 P KS 4

1140 B K 2 1141 QB KB 6

1142 1 Q KS 3 S S 6 or B 7 2 S K 3+ ±
——— B×S Q×P+ ±

1143 1 R K 6 or 1 Q×P

1144 1 S Q 5 K S 4 1 P QR 4+

No. 1300. By Edward H. Courtenay.

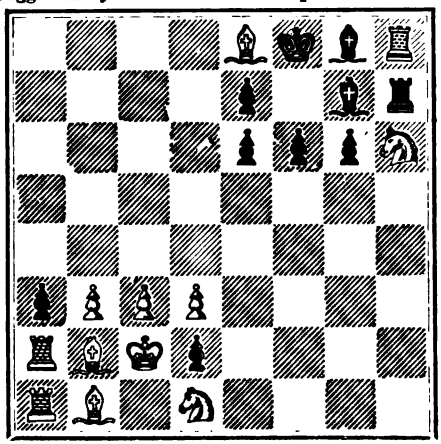
Inscribed to Miss SALLY BROWNSON.

White to play and mate in three moves.

N. B. To show how easily a second solution can creep in, shift all the pieces one square to the right, and White can mate in two ways; the second solution will also be imperfect.

1145	1 R×KSP	R×S	2 S K 6+
	———	S K 2	Q×B+
	———	K K 1	B S 6+
1146	1 QB KS 7	P×R	2 B K 2+
	———	K×R	B QB 8
	———	P or B—	S K 3+
1147	1 Q KB 1	K×R	2 Q×QRP
	———	K×S	Q×B+
	———	P×SP	S Q 6+
1148	1 K K 2	3 K Q 3	
	2 Q R 5+	4 Q K 1±	
	1 K K 6	S K 2	2 K×S
	———	S B 3	K B 5
1149	1 S×KP+	|	1 K×R
	2 Q KR 3+	|	2 K×Q

No. 1301. By Chas. H. Wheeler.
Suggested by No. 516 in the Dubuque Chess Journal.



Left hand corner. In how few moves can the King take the RP, none of the pawns to be moved, nor the Black QP to be captured.
Right hand corner. In how few moves can the King go to R 1, neither the White B or S to be moved or captured.

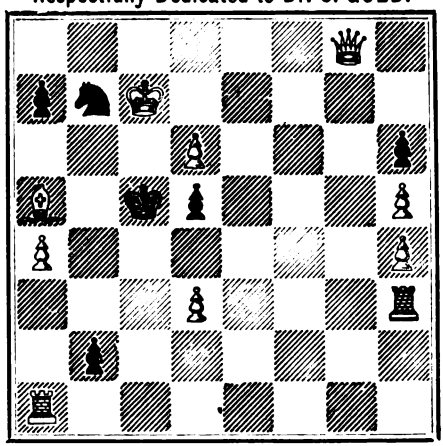
	3 S KB 4+	3 K R 5
	4 B×S±	
1150	1 B QB 2 +	1 K×P
	2 Q KR 1	2 K B 3
	3 Q K 4	3 any move
	4 Q mates	
	1———	1 K Q 4
	2 B R 7	2 K×P
	3 P K 4	3 any move
	4 mates	
1151	1 B R 3 or B 5	1 B×S
	2 Q Q 7+	2 K S 1
	3 Q KR 7	3 K R 1 or B 1
	4 B R 6 or B 6+	4 K QS 1
	5 B S 7	5 P on dis. ±
1153	Q KS 7	

No. 1302. By R. H. Seymour.

White to play and mate in two moves.

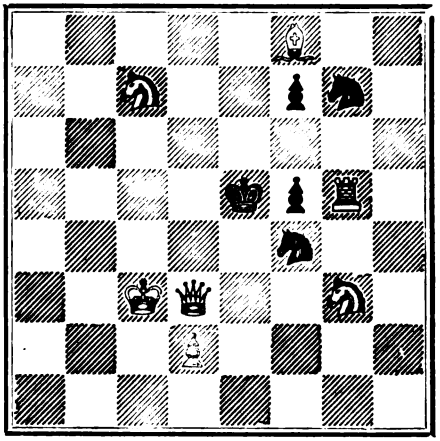
No. 1303. By W. A. Shinkman.

Respectfully Dedicated to Dr. S. GOLD.



White to play and mate in three moves.

No. 1304. By G. Breitenfeld.



White to play and mate in four moves with the pawn.

No. 1305. By C. H. Wheeler.

White to play and mate in five moves with a double check.

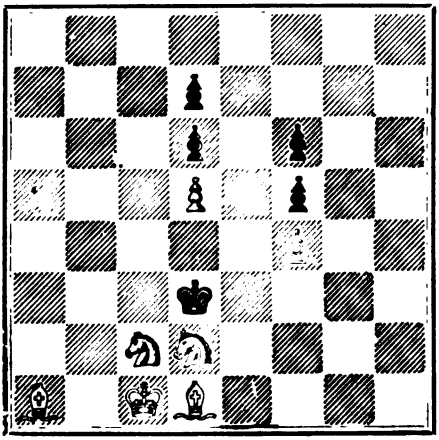
No. 1306. By G. Breitenfeld.

White to play and mate in six moves.

No. 1307. By G. Breitenfeld.
Suggested by one in A. v. d. Linde's Book.

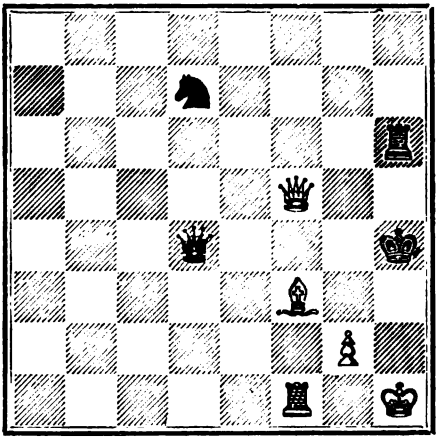
White mates in thirty-four moves, without moving his King or Rook.

No. 1308. By Geo. E. Carpenter.



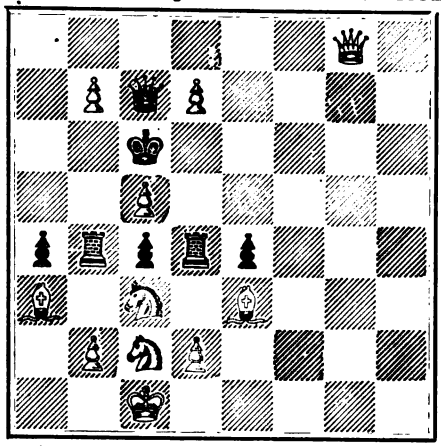
White to play and mate in eight moves.

No. 1309. By Guerrilla. (From actual play.)



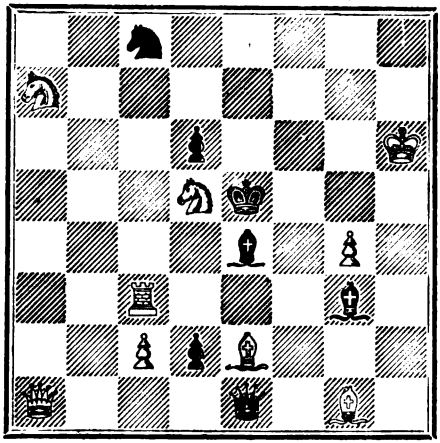
White to play and win.

No. 1310. By Geo. H. Thornton.



White to play and mate in two moves.

1311. C. Benbow, of Wellington, New Zealand.



White to play and mate in three moves.

No. 1312. By Geo. W. Taylor.

White to play and mate in two moves.

No. 1313. From the Lebanon Herald.

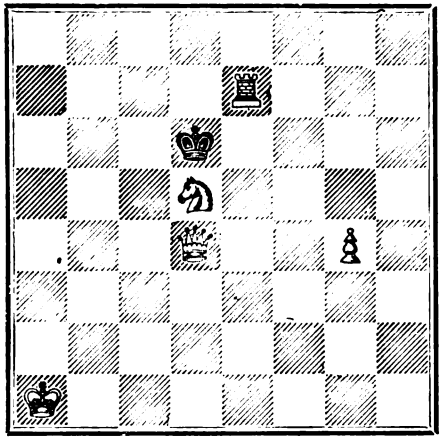
Tourney Problem. Motto:—NANCY JANE.

White to play and mate in two moves.

No. 1314. By John Lenau.

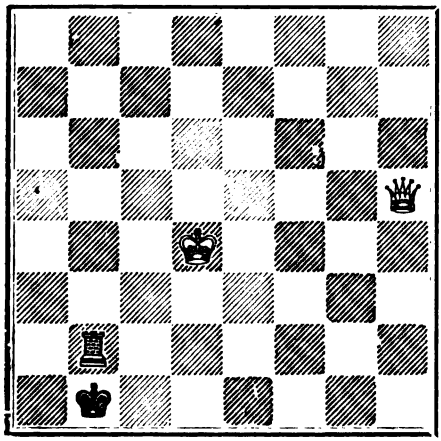
White to play and mate in three moves.

No. 1315. By Dr. C. C. Moore.



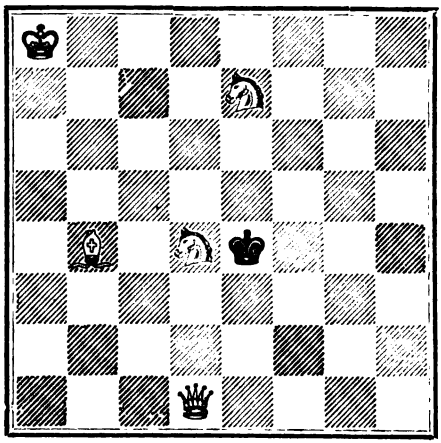
White to play and mate in two moves.

No. 1316. By D. P. Norton, of Des Moines, Iowa.



White to play and mate in ten moves.

No. 1317. By Paul Drew.



White to play and mate in three moves.

No. 1318. By Wm. A. Ballantine.

White to play and mate in four moves.

TOURNEY SIX. No. 57.

White to play and mate in four moves.

A Hint to the International Chess Congress Committee.

DEAR JOURNAL:

A thousand thanks to Mr. I. O. Howard Taylor, for his article in your December (1875) number, entitled "An Apology for Bad Chess." I earnestly hope that his remarks will find their way to the attention and *brains* of the chess-masters, many of whose match games are, doubtless, admirable specimens of *physical endurance*, but which require too much of the same *excellent* qualities, in the chess student, to be appreciated or enjoyed.

Would it not be a relief to the lovers of *lively* chess, if the Centenial Chess Committee should require all games played in the forthcoming International Congress, to be opened by both players with P K 4; the attack to be continued with one of the following moves, viz: S KB 3, S Q B 3, B B 4, P KB 4 or P Q 4? and to offer a *good* prize for the most *dashing* game? It is *possible* that thus we may be spared such nauseating exhibitions of professional dullness as characterized the late games between Messrs. Potter and Zukertort.

Yours Truly,

B. K. NEUFVILLE.

CHARLESTON, S. C.

New York Down Town Chess Club.

At the regular meeting in the first week of February, the proposition of dropping Down Town from the name of the club, was introduced. As this is the only regular chess club in the city, as well as the largest and most flourishing in the State, it seems eminently proper and advisable that it should be called the New York Chess Club.

Seventeen new members were admitted; arrangements were made for a club challenge cup, (to become the property of the first player who shall maintain his superiority for two years,) a proposition to establish a chess magazine was discussed, and the following important resolutions were unanimously carried:

Resolved, That we heartily approve of the efforts being made by the Philadelphia Chess Club to organize a congress of the chess-players of all nations during the Centennial anniversary of our nation's independence.

Resolved, That the Board of Trustees be authorized and directed to take such measures as may be deemed advisable to bring about the fullest cooperation of this club with the Philadelphia club and other chess organizations throughout the country.

The N. Y. club brought about the pleasing meeting over the board, known as the Bird-Mason match, (which we intend to give entire in our next issue,) and now a match is announced between Mason and Mackenzie. Ed. Alberoni, one of the great players of this club, is now on a tour through the West, waking up latent chess enthusiasm and delighting us by his beautiful play. The following game and notes from the New York Spirit of the Times is a fair sample of his lusty work.

Chess in Grand Rapids, Michigan.

GAME No. 620. (Kieseritzki's Gambit.)

Alberoni.	Shinkman, Smith and Perkins.
1 P K 4	1 P K 4
2 P KB 4	2 P × P
3 S KB 3	3 P KS 4
4 P KR 4	4 P KS 5
5 S K 5	5 P KR 4
6 B QB 4	6 S KR 3
7 P Q 4	7 P Q 3
8 S Q 3	8 Q K 2 (*a*)
9 S QB 3	9 B KB 4

10 Q K 2	10 B KS 3
11 QB×KBP	11 S Q 2
12 S Q 5 (*b*)	12 Q Q 1
13 P K 5	13 B×S
14 P×B	14 P×P
15 B×P	15 S×B
16 Q×S+	16 K Q 2
17 Castles KR (*c*)	17 B Q 3
18 R×KBP+ (*d*)	18 S×R
19 Q KB 5+	19 K K 1
20 R K 1+	20 K KB 1
21 S KB 4	21 R R 2
22 Q×R	22 S K 4

Mr. Alberoni mates in two moves.

a] P Q 4 is preferable at this point and would have given them an even game.

b] White's superiority is manifest.

c] Of course he could not take the Rook on account of B Q8 5 ch on the part of the allies.

d] Brilliant and decisive! The whole game is very well played by Mr. Alberoni; but owing to the nature of the opening, the allies were unable to do themselves full justice.

Philadelphia Chess Club.

Messrs. Bird, Mackenzie and Ware have lately passed several days as honored guests at the rooms of this club, contesting off hand and consultation games with the leading players there. We have received the following circular, which will, we hope, produce great good in chess matters, by uniting the chess clubs, the chess players and the chess admirers throughout the world:

CENTENNIAL CHESS TOURNAMENT.

It has been deemed a most auspicious opportunity to assemble in the city of Philadelphia, during the World's Great

Exposition, and the Centennial Anniversary of the National Independence of this Country, a

GRAND INTERNATIONAL CHESS CONGRESS,

Open to all players throughout the world. In view of this fact, the Philadelphia Chess Club has thought proper to pass the following preamble and resolutions, at a meeting held December 20, 1875:

WHEREAS, The Philadelphia Chess Club has been frequently importuned, by numerous chess organizations throughout the country, to hold a tournament under its auspices during the centennial year; therefore,

Resolved, That the Philadelphia Chess Club offers playing accommodations and the sum of two hundred and fifty dollars, at least, as a nucleus for a fund for a Grand International Chess Tournament, to be held under the auspices of the Philadelphia Chess Club during the Centennial Exposition of 1876.

Resolved, That in accordance with the above resolution, the Centennial Board of Management of the Philadelphia Chess Club requests each club organization subscribing to this tournament to select one member as a representative of such organization in the said Board, to arrange rules of playing, distributing prizes, etc.

Resolved, That we cordially invite the co-operation and assistance of the chess players and admirers of the game throughout the world.

JOS. M. BENNETT, Pres't. W. H. SAYEN Sec'y.

In accordance with the above resolutions, and as the time for the meeting of this Congress is near at hand, we earnestly trust that you will give this matter your immediate attention and advise us of your action.

The subscription book for this tournament is now open, and in charge of Emerson Bennett, Treasurer of the Philadelphia Chess Club, No. 10 North Merrick street, West Penn square, to whom all contributions must be sent, and who will issue receipts for the same. The club will not be responsible for money sent to any other address.

L. D. BARBOUR, Cor. Sec.

Philadelphia, January, 1876.

New Chess Columns.

New Chess Colums have lately been commenced in the:
MARYLAND UNION, of Frederick, Maryland.
CHICAGO (Sunday) TRIBUNE, Chicago, Illinois.
CHICAGO FIELD, Chicago, Illinois.
NEWARK SUNDAY CALL, Newark, New Jersey.
HANNIBAL COURIER, Hannibal, Missouri.
PHILADELPHIA (Sunday) REPUBLIC, Philadelphia, Pa.

As the Centennial contest approaches, the interest in our royal game increases; new chess stars appear, old warriors burnish up their armor anew; new organs are needed, fresh editors advance to the front and old ones return to the charge En avant!

Land and Water. (London, England.)

The astute chess editor of the above has got off the best joke of the season; in his issue of Jan. 22d, he says:—"Mr BIRD IN AMERICA.—It appears that Mr. Bird has lost a match to Mr. Alberoni, and was, according to latest advices, greatly in the minority against Mr. Mason. The result is unaccountable, for good as are the American players, it could hardly be expected they would compete on even terms with Mr. Bird."

Will Johnny Bull in Land and Water look at this?

Chess in Philadelphia.

Mr. Bird's score in Philadelphia, (from the Sunday Republic of Philadelphia.)

won.		won.	drawn.
Bird.....0	Neill.....2		0
Bird.....2	Davidson.....5		2
Bird.....24	Martinez.....21		0
Bird.....0	Barbour.....4		1
Bird.....5	Elson.....0		2
Bird.....6	Frankenthal.....6		0

GAME No. 621. (From the Chicago Field.)

Neill.	Bird.
1 P K 4	1 P K 4
2 S KB 3	2 S QB 3
3 B S 5	3 S Q 5

4 S×S	4 P×S
5 Castles	5 P KR 4
6 P Q 3	6 B B 4
7 P KB 4	7 P QB 3
8 B B 4	8 P Q 4
9 P×P	9 P×P
10 B S 3	10 P QR 4
11 P QR 3	11 P QR 5
12 B R 2	12 S K 2
13 S Q 2	13 B KS 5
14 S KB 3	14 R QR 3
15 Q K 1	15 B×S (*a*)
16 R×B	16 R K 3 (*b*)
17 Q B 2 (*c*)	17 S KB 4 (*d*)
18 B Q 2	18 Castles
19 QR K 1	19 KR K 1 (*f*)
20 R K 5 (*g*)	20 S K 6 (*h*)
21 R×RP	21 P KS 3
22 R K 5	22 S S 5
23 R×QP	23 Q K 2 (*i*)
24 Q S 3	24 S K 6
25 R K 5 (*j*)	25 K S 2
26 B×R	26 P×B
27 P B 5	Resigns.

NOTES.

(a) Loss of time. R K 3 is the best move, as a counter attack.

(b) Compulsory, to avoid KBP.

(c) Better than to S 3, as it centres strength on KBP.

(d) P KS 3 would only increase Mr. Bird's difficulties.

(e) Q Q 3 is more preferable. Castling is not advantageous, in such a position.

(f) RxR is far better.

(g) Brilliant. If Mr. B. take the R now, he loses the S, if he take the P.

(h) The only move, to avoid trouble.

(i) An exchange would result in Mr. Neill's favor.

(j) Mr. Neill's determination to force the game is characteristic. This move is the key to the situation. All his moves, from the 20th to the conclusion, are of the highest order

Our Solution List now stands:

1	R. L. C. White, of Tennessee.....	78	Problems.
2	L. W. Davis of Wisconsin.....	76	"
4	H. A. Merrill, of Maine.....	74	"
3	C. H. Wheeler, of Illinois.....	73	"
5	F. M. Teed, of New York.....	72	"
7	Louis Boisot, of Iowa.....	71	"
6	Geo. W. Taylor, of Massachusetts	52	"
8	F. W. Martindale, of New York...	52	"
9	A. Ortman, of Minnesota.....	43	"
10	G. H. Thornton, of New York.....	42	"
11	L. T. Brown, of New Jersey.....	37	"
12	W. H. Lyons, of Ohio.....	28	"
13	Regis Chauvenet, of Missouri.....	23	"
14	Charles Benbow, of New Zealand..	19	"
15	P. G. Toepfer, of Wisconsin.....	18	"
16	J. B. McKim, of Ohio.....	17	"
17	J. G. White, of Ohio.....	17	"
18	J. A. Schmidt, of Kansas.....	16	"
19	Frank Norton, of Iowa..	16	"
20	Richard Lacy, of Rhode Island....	7	"
21	Julius Stein, of New Jersey.....	4	"

☞The prize for this month, five dollars in any thing from our list, is hereby awarded to Mr. R. L. C. White, of Lebanon, Tenn. His score is now cancelled, and the others remain to be added to the solutions given in our next number.

PORTFOLIO.

753. G. Breitenfeld, 306 Avenue A, New York, has the largest collection of chess problems of any person in this country of our acquaintance. He has nearly 20,000 positions, for the most part copied from Van der Lasa's immense library in Copenhagen. The index used is after Koch's method, so that any position can be found in a few minutes.

369. Harrwitz, Horwitz, Kolish, Lowenthal, Neumann, Rosenthal, Steinitz and Zukertort, in Europe, as well as Judd and Elson, in this country, are all Jews; but we do not see that that has anything to do with their chess-playing.

1033. Problem No. 1208 in the December JOURNAL should read: White to mate in six moves, the Black King to stand on the White Queen's fifth square (d 5). The mated King should stand on the fatal square. Economy of force is the beauty in a chess problem and the great desideratum.

2032. Lady chess-players are not only admitted to the New York D. T. Chess Club, but they are charged no fees and considered as honorary members.

122. We are in no hurry for answers in our correspondence games, on the contrary, we are glad of a rest, ergo suit yourself.

196. Those who dance should pay the fiddler, and those who take the JOURNAL must pay for it, verbum sat?

2133. We have no agents, but spend what we get on the CHESS JOURNAL. The price is invariably twenty-five cents to any part of the world, post free.

682. All the Chess Books we have for sale, are on our regular list. The Chess Journal is for sale: terms, our stock of Chess Books and Magazines at one half the published price, with the Chess Type and Journal subscription lists, good will and Chess matter on hand thrown in *gratis*. It is not, however, probable that any body would like such an elephant.

548. Solutions are given in our Problem Books. Alexandre's Beauties (very scarce) and American Chess Nuts (scarce) are the first Chess Problem Books every composer should have, and the last ones he should part with, too.

929. We count Solutions as they appear, and each one's count or score goes on until he wins a prize. Send as far back as the Solutions are unpublished, and as fast as convenient; the List is increasing of late and the combat deepens.

1450. Your good will is excellent, but what will you do? and when?

501. We are a chess editor—not a chess player; nevertheless, if you will call, you can have the pleasure of *chawing us*, board free.

1222. Problems without Solutions are generally consigned to the waste basket.

PROBLEM NO. 71.

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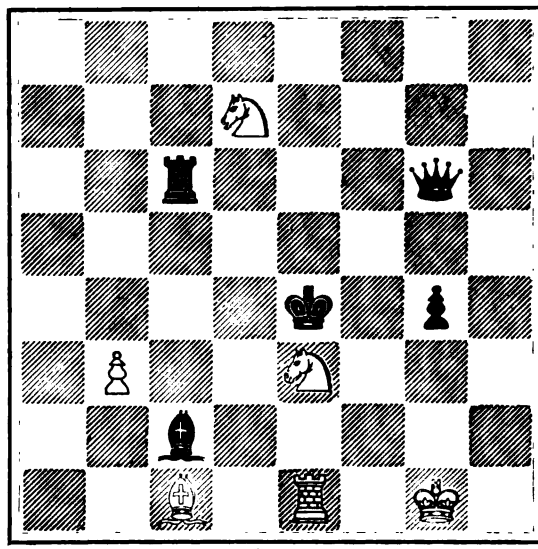

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White mates in two moves.

PROBLEM NO. 72.

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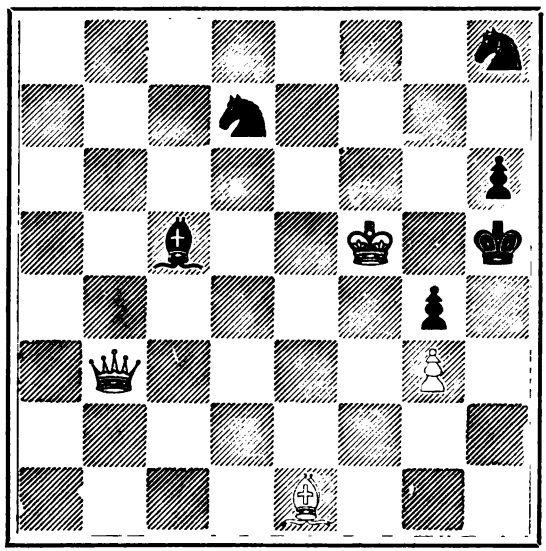

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White mates in two moves.

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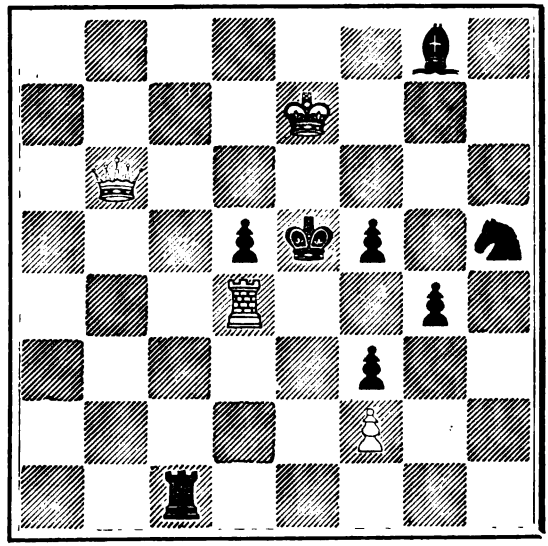

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White mates in two moves.

PROBLEM NO. 74.

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White mates in two moves.

PROBLEM NO. 75.

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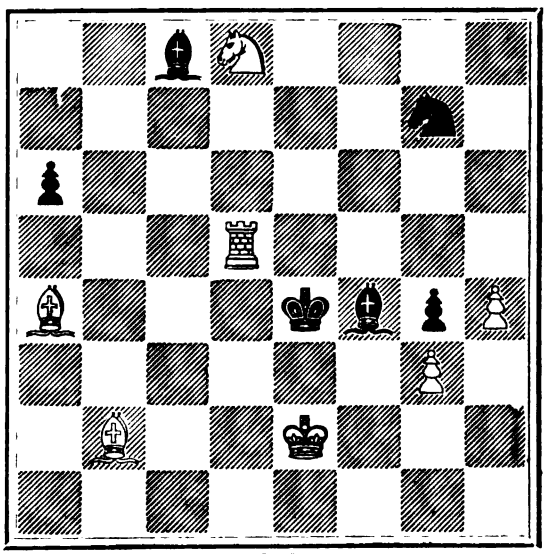

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White mates in two moves.

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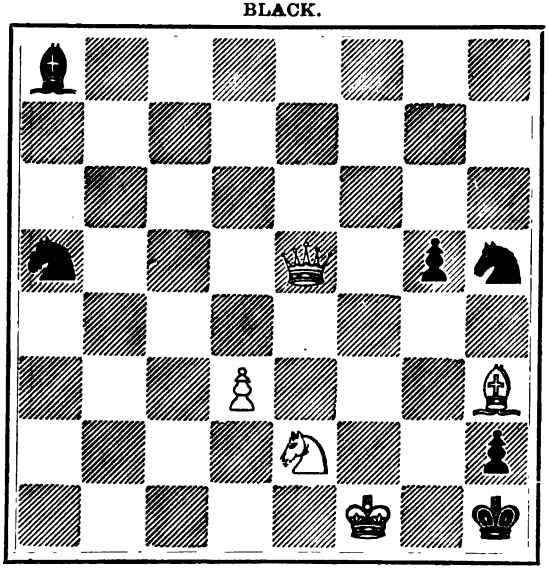

WHITE.

White mates in two moves.

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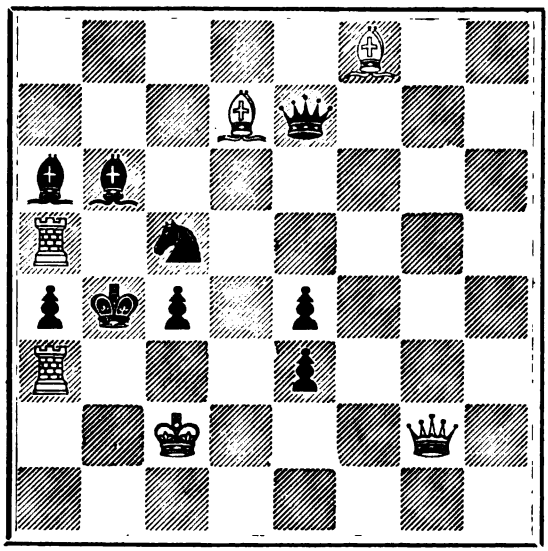

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White mates in two moves.

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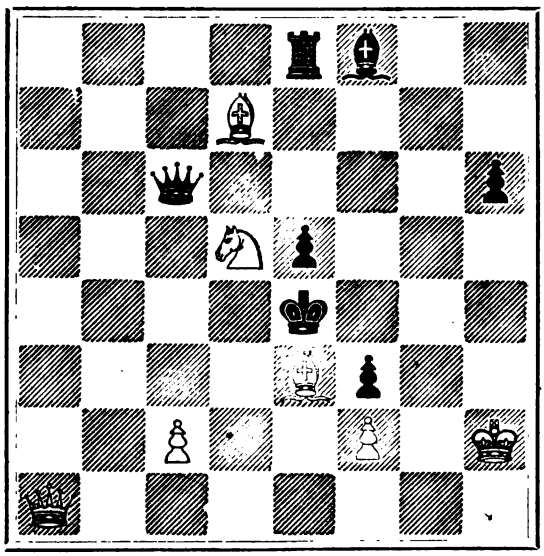

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White mates in two moves.

XXXIII.

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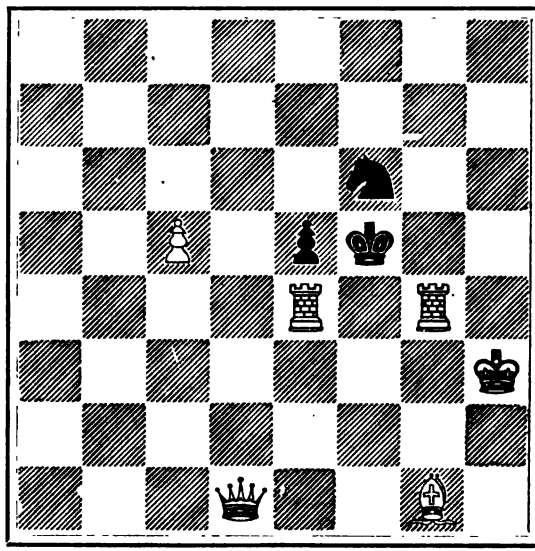

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White mates in three moves.

XXXIV.

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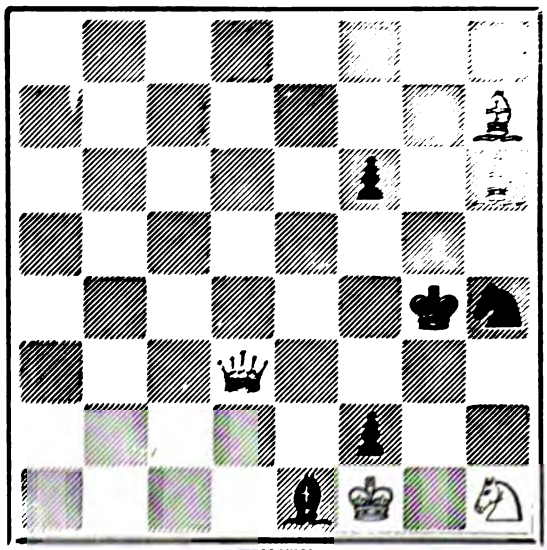

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White mates in three moves.

XXXV.

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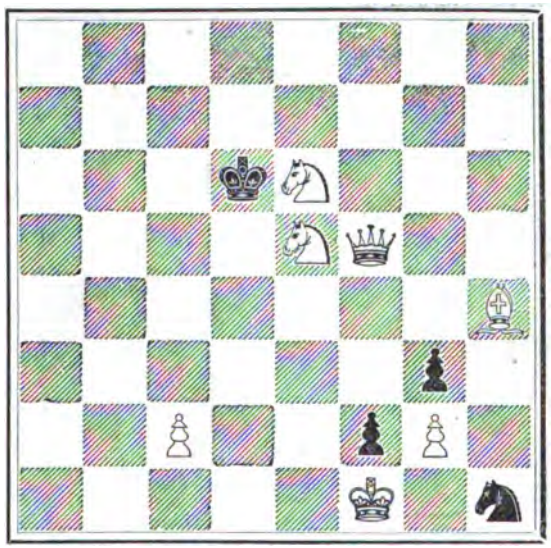

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White mates in three moves.

XXXVI.

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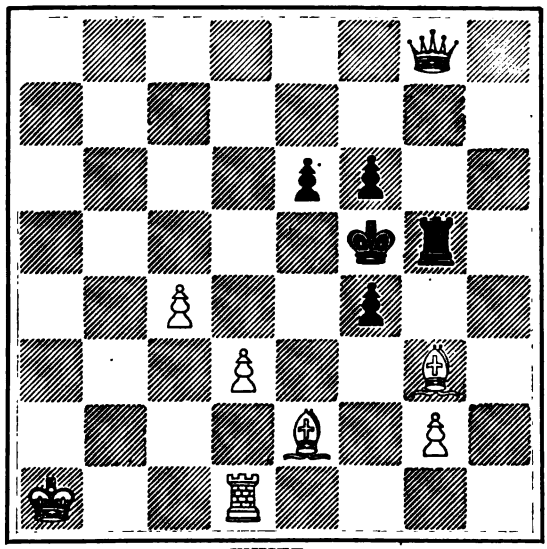

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White mates in three moves.

XXXVII.

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White mates in three moves.

XXXVIII.

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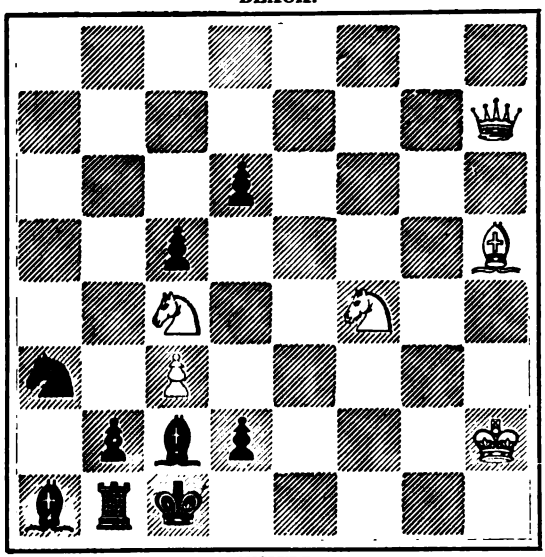

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White mates in three moves.

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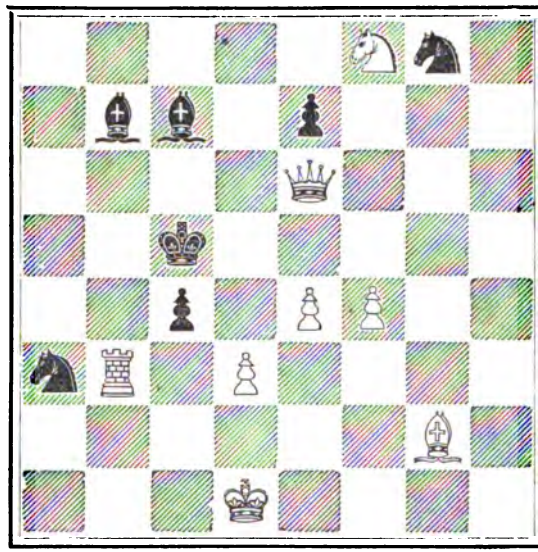

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White mates in three moves.

XL.

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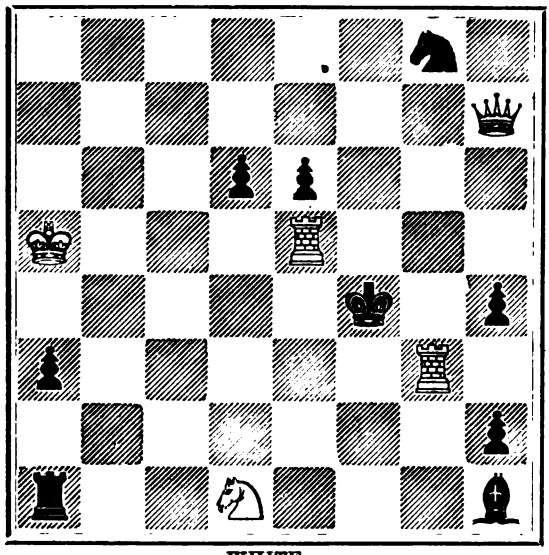

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White mates in three moves.

XVII.

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White mates in three moves.

XVIII.

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WHITE.

White mates in three moves.

XIX.

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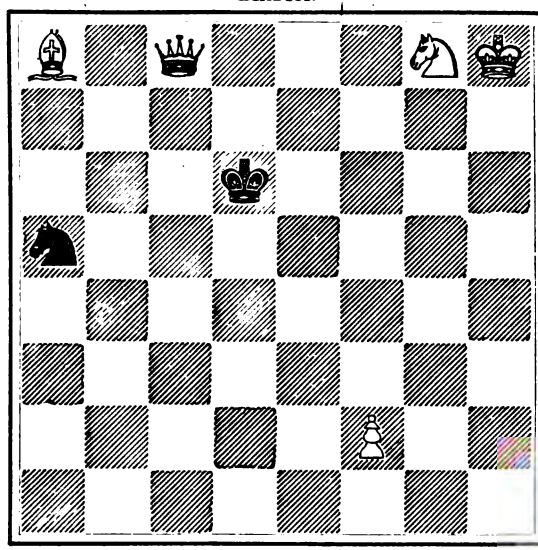

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White mates in three moves.

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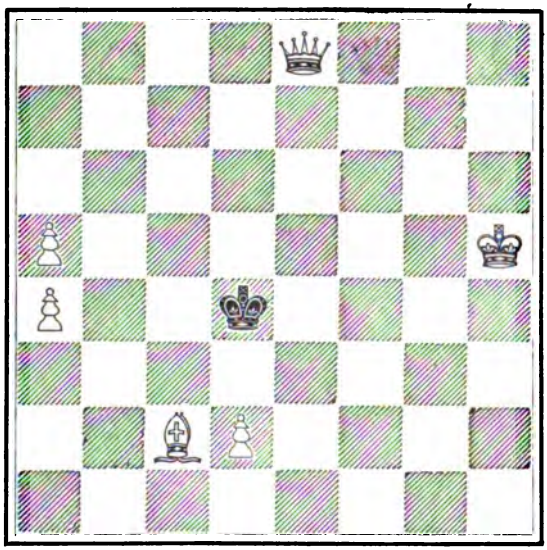

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White mates in three moves.

XXI.

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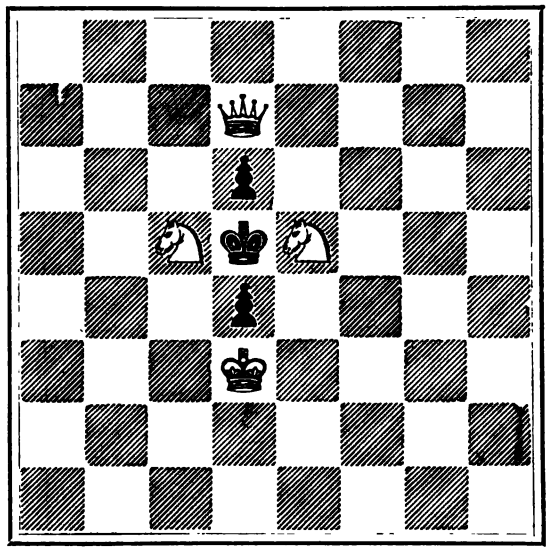

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White mates in two moves.

XXII.

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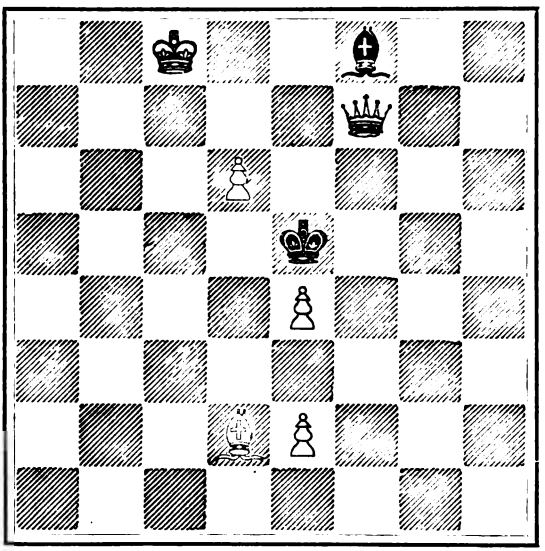

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White mates in two moves.

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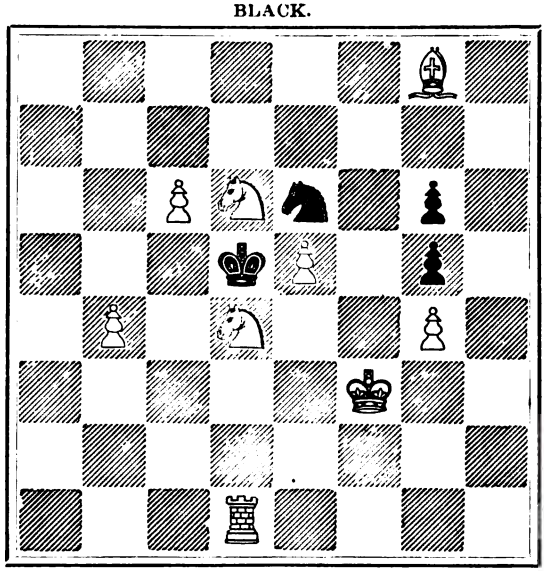

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White mates in three moves.

XXIV.

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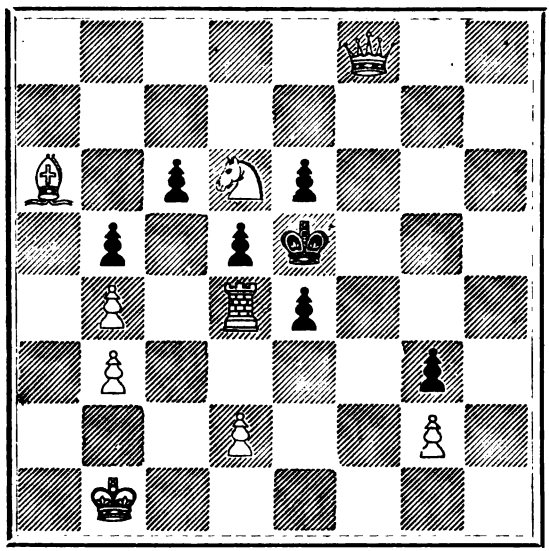

WHITE

White mates in three moves.

DUBUQUE CHESS JOURNAL.

Problem Tourney No. Six.

This Tournament is now open, and will not be closed until one hundred problems have been received. Any composer may send as many problems as he pleases; provided, that the first three he sends be free, and that fifty cents each be prepaid on all his others.

Chess Journal Solution Prizes,

Until further notice, we offer a prize of five dollars in any thing on our latest list to the person standing at the head of our Solution list *each issue*, with the understanding that each one's No. of Solutions continues to be counted until a prize is taken, when he is invited to commence again de novo.

DUBUQUE, March 1st, 1876.

Centennial Chess Congress.

☞ It is now distinctly understood that the Centennial Chess Congress is to be held under the auspices of the Philadelphia Chess Club.

American Chess Association.

The American Chess Association seems to be a sinking ship: but perhaps the long boat may save the Captain and the few faithful persons that have stood at their posts until the surrounding waves have relieved them from further duty. Let the Philadelphia Club look to it—that America has a Centennial Chess Tournment worthy our native land. We'll all help, what we can, and follow, since we may not lead, Every thing for principles—nothing for men. *Pro Cutisa Omnia.* Thanking our friends for their kindness in appointing us Vice President for Iowa of the American Chess Association, we assure them we'll never resign the proudest title we ever held, but propose working for Chess till the bitter end.

DUBUQUE CHESS JOURNAL.

A Checker Magazine.

—THE—

AMERICAN CHECKER PLAYER

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Dubuque Chess Journal

LXXII. APRIL, 1876. NO. 72.

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CHESS NOTATION.—We use in this Journal the American Notation or abbreviation, viz: K for king, roi, rex or koenig Q for queen, dame or regina; R for rook, castle, or tour; B for bishop, fou, laufer or alfiere; S for springer, knight, horse or cavalier; P for pawn, pedona, bauer or pion.

Mason vs. Bird.

ARTICLES OF AGREEMENT.

NEW YORK, Dec. —, 1875.

The undersigned H. E. BIRD and JAMES MASON severally agree with ourselves and with the committee appointed by the N. Y. D. T. Chess Club, to play a match at Chess for a purse of one hundred dollars, offered by the aforesaid Club; subject to the following rules and conditions, viz:—

1st.—The match shall be played at the Rooms of the N. Y. D. T. Chess Club.

2d.—Play shall be commenced on Tuesday, Dec. 28th, 1875.

3d.—The time of sitting shall be from 3 o'clock until 7. P. M., and from 8 o'clock until 12 P. M. each day, and shall be continued from day to day without fail. The time of sitting may, however, be modified by mutual consent, when the state of a game may seem to make it necessary.

4th.—If a player absent himself from a sitting his opponent shall score one game.

5th.—The winner of the first eleven games shall be declared the winner of the match.

6th.—Players shall play at the rate of twenty moves an hour, under the penalty of the loss of the game; but no sand glasses shall be used unless called for by one of the players. Sand glasses being once called for, their use shall be continued until the end of the match.

7th.—The Laws of Chess as laid down in Staunton's Praxis, shall be the Rules governing the match.

8th.—Draw games shall not count, and the first move shall alternate from first to last without exception.

9th—Should both players make the same move, or series of moves three times in succession, either may demand a draw.

10.—All the games played shall be the property of the N. Y. D. T. Chess Club.

H. E. Bird,
Jas. Mason.

GAME No. 622. (Giuoco Piano.) Dec. 28th, 1875.

Bird.	Mason.
1 P K 4	1 P K 4
2 S KB 3	2 S QB 3
3 B B 4	3 B B 4
4 P QB 3	4 S KB 3
5 P QS 4	5 B S 3
6 P Q 3	6 P Q 3
7 B KS 5	7 B K 3
8 QS Q 2	8 P KR 3

9 B R 4	9 P KS 4
10 B×B	10 BP×B
11 B S 3	11 Q K 2
12 P QR 4	12 P QR 4
13 P S 5	13 S Q 1
14 S QB 4	14 B QB 4
15 KS Q 2	15 S B 2
16 S QS 3	16 B S 3
17 S×B	17 P×S
18 P R 4	18 Q B 2
19 R QB 1	19 Castles QR
20 P QB 4	20 S Q 2
21 Q R 5	21 S QB 4
22 S×S	22 QP×S
23 R Q 1	23 Q K 2
24 Q K 2	24 Q B 3
25 P×P	25 P×P
26 K Q 2	26 S Q 3
27 K B 2	27 S B 2
28 R R 5	28 R×R
29 Q×R	29 R R 1
30 Q S 4	30 S R 3
31 Q K 2	31 S B 2
32 Q Q 2	32 Q Q 1
33 P B 3	33 Q K 2
34 R KB 1	34 R R 2
35 Q QB 3	35 Q Q 3
36 Q R 1	36 R R 1
37 R R 1	37 R Q 1
38 Q QB 3	38 K Q 2
39 B B 2	39 R R 1
40 R×R	40 S×R
41 Q K 1	41 S B 2
42 Q KR 1	42 K K 2
43 Q R 7	43 K B 3
44 B K 3	44 Q B 1

45 K Q 2	45 Q S 2
46 Q R 2	46 Q R 1
47 Q×Q	47 S×Q
48 K K 2	48 S B 2
49 K K 2	49 K S 3
50 K S 3	50 S R 3
51 B Q 2	51 K R 4
52 B QB 3	52 S B 2
53 B QS 2	53 K S 3
54 B R 1	54 K R 4
55 B QS 2	55 K S 3
56 K R 3	56 K R 4
57 P KS 3	57 K S 3
58 B B 3	58 K R 4
59 B Q 2	59 K S 3
60 P B 4	60 KP×P
61 P×P	61 P×P
62 B×P	62 P K 4
63 B S 3	63 K S 4
64 K S 2	64 K R 4
65 K B 3	65 S S 4+
66 K K 3	66 S B 2
67 B K 1	67 K S 5
68 B QB 3	68 K S 6
69 B K 1+	69 K S 5
70 B QB 3	70 K S 6
71 B S 2	71 K S 5
72 K B 2	72 K B 5
73 B B 1+	73 K S 5
74 K S 2	74 S S 4
75 K B 2	75 S B 2
76 K K 3	76 K R 5
77 B S 2	77 K S 5
78 B B 3	78 K S 6
79 B K 1+	79 K S 5
80 B KB 2	80 S S 4

81 B K 1	81 S B 2
82 K K 2	82 S S 4
83 K B 2	83 S B 6
84 B QB 3	84 K B 5
85 B S 2	85 S S 4
86 B B 1+	86 K S 5
87 B Q 2	87 S B 2
88 K S 2	88 S S 4
89 B K 1	89 S B 2
90 B S 3	90 K R 4
91 K B 3	91 S S 4+
92 K K 3	92 S B 2
93 K B 3	93 S S 4+
94 K S 2	94 S B 2
95 B R 2	95 K S 5
96 B S 3	96 K R 4
97 K B 3	97 S S 4+
98 K K 3	98 S B 2
99 B B 2	99 K S 5
100 B K 1	100 S S 4
101 B QB 3	101 S B 2
102 K B 2	102 K B 5
103 K K 2	103 S S 4
104 B S 2	104 S B 2
105 B B 1+	105 K S 5
106 K K 3	106 S S 4
107 B Q 2	107 S B 2
108 B B 3	108 K S 6
109 B K 1+	109 K S 5
110 K Q 2	110 S S 4
111 K K 3	111 S B 2
112 B QB 3	112 K S 6
113 B S 2	113 K S 5
114 K Q 2	114 K B 5
115 K B 3	115 K S 4
116 B B 1+	116 K S 5

117 K QS 3	117 S S 4
118 B Q 2	118 S B 2

and the game was drawn.

Time four hours.

[NOTE.—The game had to be given up on account of the square at K B 2 being worn through by the prancing of the Black Horse Cavalry.]

GAME No. 623. (Bishop's Gambit.)

Mason.	Bird:
1 P K 4	1 P K 4
2 P KB 4	2 P×P
3 B B 4	3 S KB 3
4 P K 5	4 P Q 4
5 B S 3	5 S K 5
6 S KB 3	6 B KS 5
7 P Q 4	7 B×S
8 Q×B	8 Q R 5+
9 P S 3 (*a*)	9 P×P
10 P×P	10 Q×P+
11 Q×Q	11 S×Q
12 B×P	12 P QB 3
13 R S 1	13 S B 4
14 R KB 1	14 P KS 3
15 B S 3	15 B K 2
16 P B 3	16 P KR 4
17 B KB 4	17 S Q 2
18 S Q 2	18 B KR 5+
19 K K 2	19 S KB 1
20 S K 4	20 S K 3
21 B×S	21 P×B
22 R KS 1	22 K B 2
23 B S 5	23 B×B
24 S×B+	24 K K 2
25 S R 3	25 QR KS 1

26 R S 5	26 P R 5
27 S B 4	27 K B 2
28 K B 3	28 P R 6
29 R R 1	29 P R 7
30 K S 2	30 R R 5
31 S R 3	31 QR KR 1
32 R×RP	32 S K 6+
Resigns.	Time one hour.

a] K to K 2 is the correct move here.

GAME 624. (Ruy Lopez.) Dec. 28th, 1875.

Bird.	Mason.
1 P K 4	1 P K 4
2 S KB 3	2 S QB 3
3 B S 5	3 P QR 3
4 B R 4	4 S KB 3
5 Q K 2	5 P QS 4
6 B S 3	6 B B 4
7 P QR 4	7 R QS 1
8 P×P	8 P×P
9 S QB 3	9 P S 5
10 S Q 5	10 Castles
11 P Q 3	11 S×S
12 B×S	12 S Q 5
13 S×S	13 B×S
14 R R 2	14 P QB 3
15 B S 3	15 P Q 4
16 B K 3	16 P×P
17 P×P	17 P QB 4
18 Castles	18 B S 2
19 P KB 3	19 K R 1
20 B×B	20 BP×B
21 KR QR 1	21 P B 4
22 P×P	22 R×P
23 B B 4	23 Q KS 4
24 R KB 1	24 QR KB 1

25 QR QR 1	25 R×BP
26 R×R	26 R×R
27 B R 6	27 B R 1
28 B QB 8	28 R B 1
29 P R 4	29 Q×P+
30 Q×Q	30 B×Q
31 B K 6	31 B B 6
32 R KB 1	32 R B 3
33 B QB 4	33 P R 4
34 R R 1	34 K R 2
35 R R 5	35 P K 5
36 R Q 5	36 P K 6
37 B K 3+	37 P S 3
38 R×QP	38 P K 7
39 R Q 7+	39 K R 3
40 R K 7	40 B K 5 (*a*)
41 B×P	41 B×BP
42 R QB 7	42 P S 6
43 R B 4	43 R R 3
44 R B 7	44 R R 7
45 B B 4	45 R×P
46 B S 8	46 P S 4
47 P×P+	47 K×P
48 R B 5+	48 K S 5
49 B K 6+	49 K R 5
50 B B 7	50 B Q 8
51 R QS 4	51 K S 6
Resigns.	

Time 2 hours and 10 minutes.

a] Very well played.

GAME No. 625. (Ruy Lopez.) Dec. 29th, 1875.

Mason.	Bird.
1 P K 4	1 P K 4
2 S KB 3	2 S QB 3
3 B S 5	3 S Q 5

4 B B 4	4 Q B 3
5 S×S	5 P×S
6 P Q 3	6 B B 4
7 Castles	7 S K 2
8 P KB 4	8 P Q 4
9 P×P	9 P KR 4
10 S Q 2	10 B KS 5
11 Q K 1	11 Castles QR
12 S K 4	12 Q QS 3
13 P QR 3	13 S×P
14 B×S	14 R×B
15 P QS 4	15 B K 2
16 S Q 2	16 B B 3
17 P KR 3	17 B B 4
18 S QB 4	18 Q B 3
19 P QR 4	19 QR Q 1
20 P QS 5	20 Q Q 2
21 Q KS 3	21 KR K 1
22 B Q 2	22 KR K 3
23 QR K 1	23 QR K 1
24 Q B 3	24 R×R
25 R×R	25 R×R
26 B×R	26 B K 3
27 Q×RP	27 P KS 3
28 Q QB 5	28 P QS 3
29 Q QS 4	29 B K 2
30 Q Q 2	30 B×S
31 P×S	31 Q K 3
32 B B 2	32 Q×P
33 Q×P	33 Q×BP
34 K R 2	34 B Q 3
35 B S 3	35 Q KB 4
36 P R 4	36 P KB 3
37 Q QB 4	37 B QB 4
38 Q KS 8+	38 K S 2
39 Q K 8	39 B Q 3

and the game was drawn by mutual consent.

GAME No. 626. (Petroff's Defence.) Dec. 29th.

Bird.	Mason.
1 P K 4	1 P K 4
2 S KB 3	2 S KB 3
3 P Q 4	3 S × P
4 P × P	4 P Q 4
5 B QS 5+	5 P QB 3
6 B Q 3	6 Q B 2
7 Castles	7 B K 2
8 R K 1	8 S QB 4
9 B KB 4	9 B KS 5
10 B K 2	10 B × S
11 B × B	11 S K 3
12 B S 3	12 QS Q 2
13 S Q 2	13 P KS 3
14 P QB 4	14 P Q 5
15 B KS 4	15 QS B 4
16 S S 3	16 S × S
17 P × S	17 P QB 4
18 P S 4	18 Castles
19 P S 5	19 B S 4
20 B × S	20 P × B
21 P S 4	21 B K 2
22 P × P	22 B × P
23 Q S 3	23 R B 4
24 QR Q 1	24 R QB 1
25 R Q 3	25 Q K 2
26 R B 3	26 R × R
27 P × R	27 B QS 5
28 R R 1	28 Q B 4
29 R R 4	29 B B 6
30 P R 4	30 R Q 1
31 R R 2	31 Q S 5
32 Q × Q	32 B × Q
33 B B 4	33 P Q 6
34 B Q 2	34 B B 4

35 B B 3	35 K S 2
36 K S 2	36 K R 3
37 R R 1	37 K R 4
38 R K 1	38 B K 2
39 B Q 2	39 R Q 5
40 R K 4	40 R × R
41 P × R	41 K S 5
42 P B 3+	42 K × P
43 B B 4	43 B B 4
44 B S 3+	44 K S 4
45 K B 1	45 B K 6
46 K K 1	46 P S 3
47 K Q 1	47 P KR 4
48 P B 4+	48 K S 5
Resigns.	

Time 3 hours and 7 minutes.

GAME No. 627. (QS Opening.) Dec. 29th, 1875.

Mason.	Bird.
1 P K 4	1 P K 4
2 QS B 3	2 B B 4
3 KS B 3	3 P Q 3
4 B B 4	4 S KB 3
5 P Q 3	5 QS B 3
6 S K 2	6 B K 3
7 S KS 3	7 B × B
8 P × B	8 S K 2
9 Castles	9 P KR 3
10 Q K 2	10 Q Q 2
11 B Q 2	11 P QR 3
12 QR Q 1	12 P KR 4
13 B K 3	13 B × B
14 Q × B	14 P KR 5
15 S K 2	15 Q KS 5
16 QS B 3	16 S KS 3
17 Q KS 5	17 Q K 3

18 S Q 5	18 Castles QR
19 Q K 3	19 K S 1
20 S KS 5	20 Q K 1
21 S R 3	21 Q B 3
22 Q Q 3	22 S R 4
23 P QS 3	23 Q K 1
24 Q Q 2	24 P QB 3
25 S K 3	25 Q K 3
26 P KB 3	26 QS KB 5
27 S×S	27 S×S
28 K R 1	28 P KS 3
29 P R 4	29 P KB 4
30 KR K 1	30 Q B 3
31 P QS 4	31 Q S 4
32 P S 5	32 P×KP
33 P×KP	33 P R 6
34 P KS 3	34 S KS 7
35 S×S	35 P×S+
36 Q×P	36 R R 2
37 Q B 3	37 QR KR 1
38 R K 2	38 R R 6
39 K S 1	39 Q R 3
40 QR Q 2	40 R B 1
41 Q Q 3	41 R Q 1
42 P×BP	42 P×P
43 P B 5	43 K R 2
44 P×P	44 Q S 2
45 Q K 3+	45 K R 1
46 Q QS 6	46 Q QR 2
47 Q×Q	47 K×Q
48 P QR 5	48 P KS 4
49 P QB 4	49 R R 2
50 P QB 5	50 R QS 2
51 R QS 2	51 R QS 4
52 R×R	52 RP×R
53 R R 2	53 K R 3

54 K B 2	54 P S 5
55 K K 2	55 K S 4
56 P R 6	56 P QS 6
57 R S 2	57 K B 5
58 K Q 2	58 K×BP
59 R×P	59 R×P+
60 K B 3	60 R Q 1
61 P R 7	61 R R 1
62 R R 3	62 K S 3
63 P R 4	Resigns.

Time 3 hours and 40 minutes.

GAME No. 628. (Two Springers' Opening.) Dec. 30.

Bird.	Mason.
1 P K 4	1 P K 4
2 KS B 3	2 KS B 3
3 QS B 3	3 P Q 3
4 P Q 4	4 P×P
5 Q×P	5 B Q 2
6 B K 3	6 QS B 3
7 Q Q 2	7 B K 2
8 P KR 3	8 S K 4
9 B K 2	9 B B 3
10 B Q 3	10 S×B+
11 P×S	11 Castles
12 S Q 4	12 B Q 2
13 P KS 4	13 P KS 3
14 KR S 1	14 K R 1
15 Castles QR	15 R K 1
16 P KB 4	16 P QB 4
17 KS K 2	17 P QS 4
18 P KS 5	18 S R 4
19 P Q 4	19 P S 5
20 S Q 5	20 B K 3
21 P×BP	21 P×P

22 Q QB 2	22 Q R 4
23 K S 1	23 QR Q 1
24 P QS 3	24 R×S
25 R×R	25 B×R
26 P×B	26 B B 1
27 B QB 1	27 Q S 4
28 R S 2	28 K S 1
29 S S 3	29 S×S
30 R×S	30 B Q 3
31 Q Q 3	31 Q×Q
32 R×Q	32 R K 5
33 R K 3	33 R×R
34 B×R	34 K B 1
35 K B 2	35 K K 2
36 K Q 3	36 K Q 2
37 K K 4	37 P QR 4
38 P KB 5	38 K B 2
39 P×P	39 BP×P
40 K Q 3	40 K S 3
41 K B 4	41 B K 2
42 B KB 4	42 B B 1
43 B K 5	43 P R 4
44 P KR 4	44 K S 2
45 K S 5	45 K B 1
46 K×P	46 K Q 2
47 K S 5	47 B K 2
48 B B 4	48 B B 1
49 B Q 2	49 B Q 3
50 K B 4	50 K B 2
51 K S 5	51 K S 2
52 B K 1	52 K B 2
53 B B 2	53 K S 2
54 K B 4	54 K B 2
55 K Q 3	55 B KR 7
56 K K 4	56 K Q 3
57 B K 1	57 B K 4

58 B B 2	58 B KR 7
59 B K 1	59 B K 4
60 B Q 2	60 B R 7
61 B K 3	61 B S 6
62 B S 1	62 B × P
63 B R 2+	63 K Q 2
64 B B 4	64 B B 7
65 K B 3	65 B K 8
66 K K 2	66 B B 6
67 K Q 3	67 B S 2
68 K B 4	68 B B 1
69 B S 3	69 B K 2
70 B R 4	70 B Q 3
71 K S 5	Drawn Game.

Time 2 hours and 30 minutes.

GAME No. 629. (King's Gambit Declined.) Dec. 30.

Mason.	Bird.
1 P K 4	1 P K 4
2 P KB 4	2 P Q 4
3 P × QP	3 P K 5
4 B QB 4	4 KS B 3
5 QS B 3	5 KB B 4
6 P Q 4	6 P × P en. pas.
7 P × P	7 Castles
8 P Q 4	8 B QS 5
9 S B 3	9 R K 1 +
10 S K 5	10 S × P
11 Castles	11 B × S
12 P × B	12 P KB 3
13 Q R 5	13 P B 3
14 B Q 3	14 P KB 4
15 Q B 7+	15 K R 1
16 R B 3	16 R K 3
17 B × P	17 R B 3
18 B × B	18 Q × B

19 Q R 5	19 P KS 3
20 Q R 4	20 P QS 4
21 B Q 2	21 S Q 2
22 R R 3	22 S B 1
23 P S 4	23 Q K 3
24 S×P+	24 R×S
25 P B 5	25 Q×P
26 R S 3	26 Q Q 2
27 R KB 1	27 S K 3
28 B R 6	28 QR KS 1
29 P KR 3	29 S KS 4
30 B×S	30 R×B
31 K R 1	31 Q K 3
32 KR B 3	32 KR KS 2
33 QR K 1	33 Q S 3
34 QR KB 1	34 Q K 5
35 K R 2	35 Q K 2
36 Q S 3	36 Q QB 2
37 Q×Q	37 R×Q
38 P QR 4	38 P QR 3
39 R QB 1	39 S S 3
40 P×P	40 RP×P
41 K S 3	41 K S 2
42 QR KB 1	42 R K 1
43 P R 4	43 KR K 2
44 P S 5	44 R K 6
45 P R 5	45 S Q 4
46 R×R	46 R×R+
47 K S 4	47 R×P
48 R QR 1	48 R K 6
49 R R 6	49 S S 5
50 R R 7+	50 K S 1
51 P R 6	51 S Q 4
52 R S 7+	52 K R 1
53 R QR 7	53 R K 1
54 R QS 7	54 S K 2

55 K B 4	55 K S 1
56 K S 4	56 K B 2
57 P Q 5	57 P × P
58 R × P	58 R Q 1
59 K B 3	59 R Q 3
60 K S 4	60 K K 3
61 R S 7	61 R Q 2
62 R S 6+	62 K K 4
Resigns.	

Time 2 hours and 50 minutes.

GAME No. 630. (From's Gambit.) Dec. 31st, 1875.

Bird.	Mason.
1 P KB 4	1 P K 4
2 P × P	2 P Q 3
3 P × P	3 B × P
4 S KB 3	4 B KS 5
5 P K 4	5 S KB 3
6 P Q 3	6 Castles
7 B S 5	7 S B 3
8 B K 2	8 B × S
9 B × B	9 B B 4
10 S QB 3	10 Q Q 5
11 Q Q 2	11 S Q 2
12 S Q 1	12 KS K 4
13 B K 3	13 Q Q 3
14 B × B	14 Q × B
15 Q B 2	15 Q S 5+
16 Q Q 2	16 Q B 4
16 S QB 3	17 KR Q 1
18 Q B 2	18 S Q 5
19 B Q 1	19 R Q 3
20 S Q 5	20 R × S
31 P × R	21 Q S 5+
22 Q Q 2	22 S × QP+
23 Resigns	

Time 50 minutes.

GAME No. 631. (Bishop's Gambit.) Dec. 31, 1875.

Mason.	Bird.
1 P K 4	1 P K 4
2 P KB 4	2 P×P
3 B B 4	3 P KB 4
4 Q K 2	4 S KB 3
5 P K 5	5 S K 5
6 KS B 3	6 B K 2
7 Castles	7 P Q 4
8 P×P (en pas)	8 S×P
9 B QS 3	9 S Q B 3
10 P Q 4	10 S K 5
11 Q QB 4	11 S Q 3
12 Q Q 5	12 S S 5
13 Q K 5	13 K B 1
14 Q×BP	14 P QB 4
15 P×P	15 S K 5
16 S QB 3	16 B×P+
17 B K 3	17 Q QS 3
18 B×B+	18 S×B
19 K R 1	19 S×B
20 RP×S	20 P KR 4
21 S QR 4	21 Q S 4
22 Q Q 6+	22 K B 2
23 S S 5+	23 Resigns

Time 1 hour and 20 minutes.

GAME No. 632. (Petroff's Defence.)

Bird.	Mason.
1 P K 4	1 P K 4
2 S KB 3	2 S KB 3
3 QS B 3	3 QS B 3
4 B S 5	4 B B 4
5 S×P	5 S×S
6 P Q 4	6 B S 5

7 P×S	7 S×KP
8 Q Q 4	8 B×S+
9 P×B	9 S KS 4
10 P KB 4	10 S K 3
11 Q KB 2	11 P KB 4
12 B R 3	12 P QB 4
13 B B 4	13 Q R 4
14 B S 2	14 Q B 2
15 Castles	15 P QS 3
16 QR Q 1	16 B S 2
17 R Q 6	17 Castles QR
18 KR Q 1	18 KR K 1
19 P KR 4	19 P KS 3
20 Q Q 2	20 R K 2
21 B QB 1	21 R S 1
22 Q Q 3	22 KS S 2
23 B K 3	23 P KR 3
24 P QR 4	24 B K 5
25 Q Q 2	25 B B 3
26 B S 5	26 B×B
27 P×B	27 Q S 2
28 R R 1	28 R K 1
29 P QB 4	29 K S 1
30 R Q 3	30 K B 2
31 QR QR 3	31 R QR 1
32 Q Q 6+	32 K Q 1
33 Q Q 5	33 K B 2
34 K B 2	34 P KR 4
35 R Q 6+	35 K Q 1
36 R Q 3	36 R K 2
37 Q Q 5	37 K B 2
38 QR R 3	38 KR K 1
39 Q Q 6+	39 K Q 1
40 R Q 3	40 Q B 2
41 QR R 3	41 Q S 2
42 R R 4	42 R KB 1

43 R R 6	43 R K 1
44 KR R 3	44 R K 2
45 R Q 3	45 K K 1
46 KR R 3	46 K B 2
47 Q Q 1	47 KR K 1
48 P KS 3	48 KR QB 1
49 R Q 3	49 K K 2
50 R Q 6	50 R Q 1
51 R R 2	51 Q R B 1
52 P B 3	52 K B 2
53 Q Q 5	53 Q B 2
54 R Q 2	54 K K 2
55 R Q 3	55 R QS 1
56 B B 1	56 Q S 2
57 R Q 2	57 Q B 2
58 Q B 3	58 Q S 2
59 Q Q 1	59 QR B 1
60 R R 2	60 R B 2
61 B K 3	61 QR B 1
62 QR Q 2	62 R QS 1
63 R R 2	63 QR B 1
64 Q Q 5	64 R QS 1
65 R Q 2	65 Q B 2
66 R Q 1	66 Q S 2
67 Q Q 2	67 QR B 1
68 Q QB 2	68 R B 2
69 QR Q 5	69 R K 1
70 Q Q 1	70 Q B 1
71 R Q 2	71 Q S 2
72 R R 2	72 QR B 1
73 R R 1	73 R B 1
74 R Q 2	74 Q B 2
75 KR R 2	75 R R 1
76 Q Q 5	76 R KS 1
77 Q R 1	77 R R 1
78 R R 3	78 KR QS 1

79 QR R 2	79 Q S 2
80 Q Q 1	80 Q B 2
81 K S 1	81 R R 1
82 Q QR 1	82 Q S 2
83 B B 2	83 Q K 5
84 R×P	84 R×R
85 R×R	85 Q×BP
86 Q Q 1	86 R Q 1
87 Q Q 6+	87 K K 1
88 Q×SP	88 Q×BP
89 R×QP	89 R×R
90 Q×S+	90 K Q 1
91 Q QS 6+	91 K B 1
92 Q B 6+	92 K Q 1
93 P S 6	93 Q S 5
94 P K 6	94 R KS 2
95 Q Q 6+	95 K K 1
96 Q S 8+	96 K K 2
87 Q B 7+	97 K B 1
98 Q Q 8±	

Time 6 hours and 10 minutes.

GAME No. 633. (Petroff's Defence.)

Mason.	Bird.
1 P K 4	1 P K 4
2 S KB 3	2 S KB 3
3 S×P	3 P Q 3
4 S KB 3	4 S×P
5 P Q 4	5 P Q 4
6 B Q 3	6 QB S 5
7 Castles	7 B K 2
8 P QB 4	8 Castles
9 P×P	9 S KB 3
10 S QB 3	10 S×P
11 B K 4	11 B K 3
12 Q K 2	12 S×S

13 P×S	13 P QB 3
14 B QB 2	14 S Q 2
15 Q Q 3	15 P KS 3
16 B KB 4	16 S QS 3
17 KR K 1	17 B KB 3
18 B K 5	18 B×B
19 R×B	19 B B 5
20 Q Q 2	20 B Q 4
21 Q R 6	21 Q B 3
22 S S 5	22 Q S 2
23 Q R 3	23 P KR 3
24 S KB 3	24 QR K 1
25 QR K 1	25 R×R
26 S×R	26 R K 1
27 R K 3	27 B×RP
28 P KB 4	28 S Q 4
29 R B 3	29 P KB 3
30 S×SP	30 B B 5
31 S K 5	31 P×S
32 R KS 3	32 P×BP
33 R×Q+	33 K×R
34 Q S 4+	34 K R 1
35 P KR 4	35 R K 8+
36 K R 2	36 S K 6
37 Q B 8+	37 B S 1
38 B S 3	38 S S 5+
39 Q×S	39 B×B
40 Q×BP	40 R K 3
41 Q S 8+	Resigns.

Time 3 hours and 10 minutes.

GAME No. 634. (Petroff's Defence.)

Bird.	Mason.
1 P K 4	1 P K 4
2 S KB 3	2 S KB 3
3 S QB 3	3 S QB 3

4 B QS 5	4 P QR 3
5 B×S	5 QP×B
6 P KR 3	6 B Q 3
7 Castles	7 Castles
8 P Q 3	8 P KR 3
9 B K 3	9 P QB 4
10 S KR 2	10 B K 3
11 Q B 3	11 P QB 3
12 P QS 3	12 K R 2
13 S QR 4	13 S Q 2
14 Q K 2	14 Q QR 4
15 B Q 2	15 Q QB 2
16 S QB 3	16 QR K 1
17 P KS 4	17 P KS 4
18 S Q 1	18 P KB 3
19 S K 3	19 R B 2
20 P KR 4	20 R S 2
21 S B 5	21 B×S
22 SP×B	22 S KB 1
23 K R 1	23 Q B 2
24 R KS 1	24 S Q 2
25 R S 3	25 R KR 1
26 QR KS 1	26 K S 1
27 B K 3	27 P S 3
28 R R 3	28 P QR 4
29 P QB 4	29 B B 1
30 QR S 3	30 QR R 2
31 S S 4	31 P R 4
32 S×P+	32 Q×S
33 P×P	33 Q Q 3
34 P S 6	34 R R 1
35 R×P	35 S B 3
36 R×R+	36 K×R
37 R R 3+	37 K S 1
38 B S 5	38 R Q 2
39 Q K 3	39 B S 2

40 P B 4	40 P × P
41 B × P	41 Q Q 5
42 Q K 2	42 S K 1
43 B R 2	43 R K 2
44 B S 1	44 Q K 4
45 Q R 5	45 S B 3
46 Q R 4	46 S Q 2
47 R B 3	47 Q B 3
48 Q R 2	48 S K 4
49 R S 3	49 R Q 2
50 Q R 3	50 Q Q 3
51 B R 2	51 Q K 2
52 R K 3	52 S × QP
53 B S 3	53 S K 4
54 R K 1	54 B B 3
55 P S 7	55 B × P
56 B R 4	56 B B 3
57 R S 1+	57 K B 1
58 B × B	58 Q × B
59 Q R 5	59 R B 2
60 R S 3	60 K K 2
61 Q S 5	61 R R 2+
62 K S 2	62 R R 7+
63 K B 1	63 Q × Q
64 R × Q	64 R × P
65 R S 7+	65 K B 3
66 R KR 7	66 S B 2
67 R R 3	67 R R 6
68 R S 3	68 S K 4
69 R S 8	69 R × P
70 R B 8+	70 K S 4
71 R K 8	71 K B 5
72 P B 6	72 K B 6
73 K K 1	73 R S 7
74 R × S	74 K K 6
75 K Q 1	75 K Q 6

76 K B 1	76 R KR 7
77 R B 5	77 R R 1
78 P B 7	78 R KB 1
79 P K 5	79 K K 5
80 P K 6	Resigns.

GAME No. 635. (Bishop's Gambit.

Mason.	Bird.
1 P K 4	1 P K 4
2 P KB 4	2 P×P
3 B B 4	3 Q R 5+
4 K B 1	4 B QS 5
5 P Q 4	5 P KS 4
6 S KB 3	6 Q R 4
7 P KR 4	7 QS B 3
8 P B 3	8 B K 2
9 K S 1	9 P S 5
10 S S 5	10 B×S
11 P×B	11 Q×P
12 Q B 1	12 Q S 2
13 B×P	13 P Q 3
14 S Q 2	14 P KR 4
15 B KS 3	15 KS K 2
16 B KR 4	16 P KB 4
17 P×P	17 B×P
18 P Q 5	18 Q R 3
19 P×S	19 Q×S
20 R K 1	20 R R 2
21 R K 2	21 Q R 3
22 P×P	22 QR S 1
23 Q×B	23 K Q 1
24 K R 2	24 P KS 6+
25 K R 3	25 R×P
26 KR K 1	26 P QB 4
27 R K 6	27 Resigns.

Time one hour and 5 minutes.

GAME No. 636. (Ruy Lopez.)

Blrd.	Mason.
1 P K 4	1 P K 4
2 KS B 3	2 QS B 3
3 B S 5	3 P QR 3
4 B R 4	4 S B 3
5 Q K 2	5 P QS 4
6 B S 3	6 B B 4
7 P QB 3	7 Q K 2
8 P Q 3	8 P KR 3
9 B K 3	9 B S 3
10 B × B	10 P × B
11 QS Q 2	11 Castles
12 S KB 1	12 S KR 4
13 S K 3	13 S KB 5
14 Q Q 2	14 P Q 3
15 P KR 4	15 Q Q 1
16 P KS 3	16 S KR 4
17 B Q 5	17 Q K 1
18 P KS 4	18 S KB 5
19 P KR 5	19 B K 3
20 P KS 5	20 QR B 1
21 R KS 1	21 K R 2
22 P QR 3	22 S QR 4
23 P QS 4	23 B × B
24 P × S	24 B K 3
25 SP × P	25 KSP × P
26 P × P	26 Q B 3
27 P S 7	27 Q × P
28 S S 2	28 S × S +
29 R × S	29 Q B 2
30 QR B 1	30 P Q 4
31 P × P	31 B × P
32 Q K 3	32 QR K 1
33 K Q 2	33 Q Q 3
34 QR KS 1	34 R K 3

35 R S 7+	35 K R 1
36 S S 5	36 P×S
37 Q×P	37 R S 3
38 P×R	38 K×R
39 P×P+	39 K×P
40 Q S 7+	40 K K 1
41 R S 6	41 B K 3
42 Q QR 7	42 Q Q 4
43 Q S 8+	43 K B 2
44 R B 6+	44 K×R
45 Q×R+	45 B B 2
46 Q R 6+	46 B S 3
47 Q R 4+	47 K B 2
48 P Q 4	48 Q R 7+
Resigns.	

GAME No. 637. (Bishop's Gambit.)

Mason.	Bird.
1 P K 4	1 P K 4
2 P KB 4	2 P×P
3 B B 4	3 P KB 4
4 Q K 2	4 Q R 5+
5 K Q 1	5 P×P
6 S QB 3	6 K Q 1
7 S×P	7 P Q 3
8 S KB 3	8 Q R 4
9 QS S 5	9 KS R 3
10 R K 1	10 B Q 2
11 P Q 4	11 S B 3
12 B×P	12 S K 2
13 B K 6	13 B B 3
14 P KS 4	14 Q K 1
15 B KS 3	15 B×S
16 Q×B	16 Q S 4
17 Q K 3	17 Q×P
18 R B 1	18 Q S 3

19 B R 4	19 P B 4
20 S B 7+	20 S×S
21 B×S	21 Q B 2
22 P×P	22 P×P
23 R K 2	23 P QS 3
24 Q K 4	24 R S 1
25 R Q 2+	25 Resigns

Time 2 hours.

GAME No. 638. (French Defence.)

Bird.	Mason.
1 P K 4	1 P K 3
2 P Q 4	2 P Q 4
3 P×P	3 P×P
4 S KB 3	4 S KB 3
5 B Q 3	5 B Q 3
6 Castles	6 B K 3
7 B KS 5	7 QS Q 2
8 S B 3	8 P B 3
9 Q Q 2	9 Q B 2
10 S K 2	10 S K 5
11 Q K 3	11 P KB 4
12 B KB 4	12 Castles
13 B×B	13 Q×B
14 Q B 4	14 Q K 2
15 KR K 1	15 P KS 4
16 Q QB 7	16 QR S 1
17 S S 3	17 KR B 1
18 Q R 5	18 P QR 3
19 R K 2	19 P KS 5
20 B×S	20 BP×B
21 S K 1	21 K R 1
22 Q Q 2	22 R KB 1
23 P QB 3	23 Q B 3
24 S B 2	24 Q S 3
25 QR K 1	25 QR K 1

26 P QB 4	26 P KR 4
27 P × P	27 P × P
28 S KB 1	28 P KR 5
29 R K 3	29 S KB 3
30 Q QS 4	30 R B 2
31 Q Q 6	31 S R 4
32 P KS 3	32 P × P
33 BP × P	33 S B 3
34 KR K 2	34 S R 2
35 S Q 2	35 S S 4
36 K R 1	36 S B 6
37 R Q 1	37 Q R 4
38 S KB 1	38 Q R 3
39 KS K 3	39 K R 2
40 R QB 2	40 R Q 2
41 R B 7	41 R × R
42 Q × R +	42 Q S 2
43 Q S 6	43 S S 4
44 R B 1	44 Q B 3
45 Q B 7 +	45 R K 2
46 Q KB 4	46 R KB 2
47 Q × Q	47 R × Q
48 R B 7 +	48 R B 2
49 R × R	49 S × R
50 S S 2	50 S Q 3
51 S B 4	51 B B 2
52 S K 3	52 S S 4
53 S × SP	53 S × QP
54 S × P	54 K S 2
55 S B 3	55 B K 3
56 S K 3	56 B Q 2
57 K S 2	57 P S 4
58 P QR 3	58 P QR 4
59 P QS 4	59 P × P
60 P × P	60 B B 3
61 K B 2	61 K B 3

62 P R 4	62 K K 4
63 P S 4	63 K B 5
64 P R 5	64 K S 4
65 K S 3	65 S S 6
66 S K 2	66 B Q 2
67 S KB 4	67 S Q 5
68 S R 3+	68 K R 3
69 K B 4	69 S QB 3
70 S Q 5	70 P K 6
71 S×P	71 S×P
72 S B 5+	72 B×S
73 K×B	73 S B 3
74 S B 4	74 S Q 5+
75 K K 4	75 S B 3
76 K Q 5	76 S Q 1
77 S Q 3	77 P S 5
78 S×P	78 K S 4
79 P R 6	79 K×P
80 K K 4	80 K S 4
81 K B 3	81 S B 2
Drawn.	

Time 4 hours and 30 minutes.

GAME No. 639. (Sicilian.)

Mason.	Bird.
1 P K 4	1 P QB 4
2 S KB 3	2 P K 3
3 P Q 4	3 P×P
4 S×P	4 S KB 3
5 B Q 3	5 QS B 3
6 S×S	6 SP×S
7 Castles	7 P Q 4
8 P K 5	8 S Q 2
9 Q K 1	9 QR S 1
10 P QB 3	10 S B 4

11 B K 2	11 B K 2
12 P QS 4	12 S Q 2
13 B Q 3	13 P QB 4
14 P QR 3	14 Castles
15 Q K 2	15 Q B 2
16 P KB 4	16 P KS 3
17 Q S 4	17 B S 2
18 B K 3	18 KR Q 1
19 R R 2	19 P KR 4
20 Q S 3	20 K R 1
21 QR K 2	21 KR S 1
22 B Q 2	22 S KB 1
23 B K 1	23 QR Q 1
24 Q R 3	24 S R 2
25 B R 4	25 B×B
26 Q×B	26 P R 4
27 Q B 2	27 P Q 5
28 P×BP	28 P×P
29 B B 4	29 P S 4
30 P B 5	30 P×P
31 S×P	31 R QB 1
32 S S 5	32 Q×BP
33 Q×Q	33 R×Q
34 S Q 6	34 P B 5
35 R QS 1	35 B Q 4
36 B×B	36 R×B
37 S×P+	37 K S 2
38 R S 7	38 K S 3
39 R QB 2	39 R QR 1
40 R B 6+	40 K B 4
41 S Q 6+	41 K×P
42 S QB4+	42 K Q 5
43 R×S	43 R K 1
44 R×P	44 R S 4
45 K B 2	45 K Q 6
46 KR KR 6	46 P S 5

47 KR Q 6+	47 K K 5
48 R Q 2	48 Resigns.

Time 3 hours and 35 minutes.

GAME No. 640. (Irregular Opening.)

Bird.	Mason.
1 P KB 4	1 P KB 4
2 P K 3	2 S KB 3
3 P QS 3	3 P QS 3
4 B S 2	4 P K 3
5 B K 2	5 B S 2
6 B KB 3	6 S B 3
7 KS R 3	7 B K 2
8 P QB 4	8 R QS 1
9 Castles	9 Castles
10 P Q 3	10 P Q 4
11 P Q 4	11 Q K 1
12 S QB 3	12 S Q 1
13 R QB 1	13 P QB 3
14 R QB 2	14 P QR 3
15 B K 2	15 S KB 2
16 S KB 2	16 B QR 1
17 B Q 3	17 S R 3
18 B K 2	18 QR B 1
19 S QS 1	19 K R 1
20 S Q 2	20 R KS 1
21 S KB 3	21 S KB 2
22 S KR 3	22 S KS 5
23 B QB 1	23 P KS 4
24 S K 5	24 KS × S
25 BP × S	25 P KS 5
26 S B 4	26 S KS 4
27 K R 1	27 Q KB 1
28 B × P	28 Q KR 3
29 B R 3	29 P × P
30 P × P	30 P QB 4

31 P Q 5	31 QR Q 1
32 P K 4	32 Q R 5
33 P × KBP	33 P × QP
34 P × P	34 S × B
35 P × S	35 R × QP
36 S × R	36 Q K 5+
37 R KB 3	37 B × S
38 R KB 2	38 B R 5
39 R B 1	39 Q × KP
40 Q Q 2	40 B B 3
41 Q KB 4	41 Q K 7

Resigns the game and the match.
Time 2 hours and 50 minutes.

GAME No. 641. (Centre Gambit.)

Contested lately at the Milwaukee Chess Club, Messrs. W. H. Roddis, P. G. Toepfer and T. M. Ault consulting against Messrs. H. O. R. Siefert and Eugene S. Elliott.

S. and E.	R., T. and A.
1 P K 4	1 P K 4
2 P Q 4	2 P × P
3 P QB 3	3 P Q 3 (*a*)
4 P × P	4 S KB 3
5 S QB 3	5 B K 2
6 B Q 3	6 S QB 3
7 KS K 2	7 Castles
8 P QR 3	8 P KR 3
9 Castles	9 P Q 4 (*b*)
10 P K 5	10 S K 1
11 B QB 2 (*c*)	11 P KB 4 (*d*)
12 S × QP (*e*)	12 K R 1 (*f*)
13 QS KB 4 (*g*)	13 K R 2
14 QB K 3	14 B KS 4

15 Q Q 3	15 S K 2
16 QR Q 1	16 P QB 3
17 S KR 3	17 S Q 4 (*h*)
18 B × B	18 P × B
19 P KB 4	19 P KS 5
20 S S 5+(*i*)	20 K S 3 (*j*)
21 P KR 4 (*k*)	21 KS QB 2
22 S KS 3	22 K R 3
23 QR K 1	23 P KS 3 (*l*)
24 P K 6 (*m*)	24 Q KB 3
25 P K 7	25 S × KP
26 S K 2	26 QS Q 4
27 S QB 3	27 B K 3
28 Q Q 2	28 QR Q 1
29 R K 5	29 S QS 3
30 P QS 3	30 S Q 2
31 P KS 3 (*n*)	31 K S 2
32 R K 3	32 S S 3
33 R Q 3	33 R Q 3 (*o*)
34 R Q 1	34 KR Q 1
35 Q KB 2	35 QS Q 4
36 S QR 4	36 P QS 3
37 S S 2	37 P QS 4
38 R K 1	38 S S 3
39 QR K 3	39 S Q 2
40 S Q 3	40 B S 1
41 R K 7+	41 K R 1
42 S K 5	42 S × S
43 QR × KS	43 S Q 2 (*p*)
44 R Q 1	44 R QR 1
45 P Q 5	45 P QB 4 (*q*)
46 P QS 4	46 P × P
47 P × P	47 S S 3
48 R QB 6 (*r*)	48 S × P
49 R × R	49 Q × R
50 B S 3 !	50 R Q 1 (*s*)

51 B×S (*t*)	51 Q QS 3
52 Q×Q	52 P×Q
53 B S 3	53 R×R
54 B×R	54 B B 5
55 K B 2	55 K S 2
56 B K 2	and Black soon resign.

a] The gambit would be better declined by P Q 4, or Q K 2 4 QxP P KB 4.

b] We do not like this move. Would prefer P QS 3, followed by P QR 4 and B QR 3, as more likely to defeat White's plans.

c] Threatening Q Q 3.

d] Weak; B K 3 was the correct play, if 13 Q Q 3 P KB 4 and all is safe.

e] Sharp play.

f] Losing time by weakly overlooking White's next move.

g] We think KS KB 4, followed by Q KR 5 would be a stroke more difficult to parry.

h] Why not BxB if 18 PxB P KS 3 19 P K 4 S KS 2? The doubling of Black's pawns and opening of the KR's file are no advantage to them.

i] This S is now well posted.

j] Not by any means a good place for the K. The doubling of the pawns has given Black a bad position.

k] We cannot pronounce this good. Suppose 21 Q KS 3 R KR 1 [best], 22 R KB 3 Q K 2 [best], 23 QxP! ——Black have now no good move, and White are masters of the situation. Perhaps 23——B Q 2 is good as anything; 24 S S 3 and White win off hand, as Black are tied hand and foot.

l] Improving their position, which is still not to be envied.

m] Quite mysterious. They could have made a strong continuation by K B 2 R KR 1 and opening the K R's file.

n] Sound; if SxR KBPxS, Q moves SxB dis ch winning a R clear.

o] White now being on the defense of their isolated P, it would seem that Black have time to play QS B 1 S Q 3 and S KB 2, dislodging the hostile Springer, which is the great drawback to their game, and final cause of its loss.

p] We would have played S KB 6 ch.

44	45	45	46	47
SxS	if KR K 7	if QxP	K B 1	Q K 2
PxS	B Q 4	QxP ch	B Q 4	R K 3

48 Q R 2 Q QS 3.

q] If BxP the worst for Black we can see is 46 RxRP RxR 47 QxR KS 2.

r] Finely played; the capture of Q P will now be fatal, and if RxR PxR and the P is quite safe.

s] Shockingly feeble. Black cannot avoid the loss of a piece, hence their best play is QxQSP, for had they moved K S 2 52 Q Q 4 ch Q KB 3 [best],

53	54	55	56	57
BxS	RxQ	BxB	S K 6 ch	SxR
QxQ	R Q 1	RxR	KxB	——

and wins.

t] It seems curious that not one of two pairs of good eyes should discern the following: 51 Q QS 2 ch Q KB 3 52 QxQ ch SxQ 53 RxR ——.

GAME No. 642. (Counter Gambit.)

(Contested lately in Jackson, Tenn.)

M.....	O. F. Rice.
1 P K 4	1 P K 4
2 S KB 3	2 P KB 4
3 S×KP	3 S QB 3 (1)
4 Q R 5+ !	4 P KS 3
5 S×SP	5 S KB 3
6 Q R 3	6 P×P (2)
7 S×R	7 P Q 4 (3)

8 Q KS 3	8 S Q 5
9 Q K 5+	9 S K 3
10 S QB 3 (4)	10 B Q 3
11 Q B 5	11 P QB 3
12 P Q 3 (5)	12 S Q 5
13 Q KS 5	13 Q K 2 (6)
14 K Q 1	14 B KS 5+
15 K Q 2 (7)	15 Castles
16 Q K 3 (8)	16 S KB 4
17 Q×RP	17 B KB 5+
18 K K 1	18 P×P+
19 B K 3	19 S×B
20 P KB 3 (9)	20 S×QBP++
21 K B 2	21 B K 6+
22 Q×B	22 Q×Q+
Resigns.	

1] Weak; Q KB 3 is the correct play.

2] R KS 1 is the best move.

3] B S 2 wins the Springer.

4] Not good. B K 2 is far better, letting the Queen retreat to Q B 3, then castling with a good game.

5] S K 2 seems best now, followed by P Q 4. White's position is becoming critical.

6] Not so good as SxQBP ch and the capture of the Rook.

7] Weak; B K 2 is good. If BxB ch 15 SxB PxP 16 S QB 3 PxP ch 17 K Q 2 and White seems to be quite safe.

8] The Queen is now in great danger from an attack by Black's Rook, but there is nothing better than this, and White's next move.

20	21	22	23	24	25
BxP [best]	K B 1	P KB 3	S K 2	Q R 4	Q Q 1
SxQBP ch	SxR	R K 1	B K 6	B Q 2	

GAME No. 643. (Giuoco Piano.)

(Contested lately by correspondence.)

D. P. Norton, of Des Moines, Iowa.	J. N. Norton, of Wisconsin.
1 P K 4	1 P K 4
2 S KB 3	2 S QB 3
3 B B 4	3 B B 4
4 P Q 3	4 S KB 3
5 Castles	5 P KR 3
6 P KR 3	6 Castles
7 S QB 3	7 B Q 5
8 S×B	8 S×S
9 S Q 5	9 S×S
10 B×S	10 P Q 3
11 B K 3	11 P QB 3
12 P QB 3	12 S QS 4
13 B S 3	13 P Q 4
14 P×P	14 P×P
15 P KB 4	15 P Q 5 (*a*)
16 B Q 2	16 P×KBP
17 P QB 4	17 S B 2
18 R×P	18 Q Q 3 (*b*)
19 Q KR 5	19 B K 3
20 QR KB 1	20 P QS 3
21 R KR 4 (*c*)	21 Q QB 4
22 Q KB 3	22 P B 4
23 Q S 3 (*d*)	23 K B 2 (*e*)
24 B Q 1 (*f*)	24 R KS 1 (*g*)
25 P QS 4 !	25 Q K 2
26 R×QP	26 QR KB 1 (*h*)
27 B KS 4 !	27 P KS 3
28 B×KRP	28 R QB 1
29 B Q 2	29 Q B 3 (*i*)
30 B QB 3	30 K K 1 !
31 Q K 1 !	31 Q K 2 (*j*)
32 B KB 3	32 B Q 2

33 R Q 6	33 S K 3 (*k*)
34 Q K 5	34 K Q 1
35 R K 1	35 R K 1
36 B Q 5 !	36 S B 1 (*l*)
37 Q×Q+	37 R×Q
38 B KB 6	38 Resigns.

a] This must result in giving White a passed P or Black an isolated P to defend.

b] S K 3 seems better, followed by P KB 4.

c] The R is now well placed.

d] A very strong move, which cannot be parried without loss.

e] The best move, for if K R 2 24 BxRP PxB 25 Q S 5 wins at once.

f] Winning a P per force.

g] R KR 1 is better.

h] Loses another P. R KR 1 is better.

i] Losing time by facilitating White's next move, which was the one he wanted to make.

j] If Q S 4 32 R Q 6 if PxB 33 B KB 6! followed by RxB ch.

k] Exchange of Queens would lose a piece for Black.

l] Q KS 2 37 BxS QxQ 38 RxQ R QB 2 loses a minor piece.

GAME No. 644. (Petroff's Defence.)

(Contested lately in Rhode Island.)

Peterson.	Lacy.
1 P K 4	1 P K 4
2 S KB 3	2 S KB 3
3 S×KP	3 P Q 3
4 S KB 3	4 S×KP
5 P Q 4	5 P Q 4
6 B Q 3	6 S KB 3
7 Castles	7 B KS 5
8 R K 1+	8 B K 2

9 B QS 5+	9 P QB 3
10 B R 4	10 Q Q 3
11 B KS 5	11 P KR 3
12 B K 3	12 Castles
13 S QB 3	13 S Q 2
14 P QR 3	14 QR K 1
15 R QB 1	15 P QB 4
16 B×S	16 Q×B
17 QP×P	17 B×KS
18 Q×B	18 P Q 5
19 B×P	19 Q×B
20 Q×SP	20 B×QBP
21 R K 2	21 R K 3
22 QR K 1	22 Q×KBP+
23 K R 1	23 R×R
24 S×R	24 Q×R+
25 S KS 1	25 Q×S±

GAME No. 645. (Evans' Gambit.)

Cornell College, Ithaca, N. Y.	Yale College, New Haven, Conn.
1 P K 4	1 P K 4
2 S KB 3	2 S QB 3
3 B B 4	3 B B 4
4 P QS 4	4 B×QSP
5 P B 3	5 B R 4
6 Castles	6 S KB 3
7 P Q 4	7 P×P (*a*)
8 P K 5	8 P×P (*b*)
9 P×S	9 P×P (*c*)
10 R K 1+	10 S K 2
11 Q Q 5	11 Castles
12 Q×B	12 P Q 4
13 B Q 3	13 P Q 5 (*d*)
14 B R 3	14 P QS 3 (*e*)
15 Q KR 5	15 S S 3

16 B K 7 (*f*)	16 B S 5 (*g*)
17 Q R 6	Resign.

a] Castling is best now, though White may continue with "Richardson's" attack. e. g.

7	8	9	10
P Q 4	SxP	PxS	Q Q 5
Castles	SxS	SxP	BxP
11	12	13	14
SxB	Q KB 3	PxP	PxP
SxS	P Q 4	S R 5	——

and White gets a splendid attack.

b] P Q 4 is best now.

c] Loses a piece. QxP is better.

d] Losing time. B K 3 is good.

e] Driving the Q it is true, but *such a drive!*

f] An irresistible assault.

g] Drowning men will catch at straws.

GAME No. 646. (Giuoco Piano.)

(Contested lately in Georgia.)

Judge J. Jackson.	Rev. S. Boykin.
1 P K 4	1 P K 4
2 KS B 3	2 QS B 3
3 B B 4	3 B B 4
4 P Q 3	4 KS B 3
5 Castles	5 P Q 3
6 P KR 3 (*a*)	6 QS R 4 (*b*)
7 B QS 5+ (*c*)	7 P QB 3
8 B R 4	8 P QS 4
9 B QS 3	9 S×B
10 RP×S	10 P KR 3
11 B K 3	11 B S 5
12 R×P (*d*)	12 R×R
13 B×R	13 P QB 4
14 P QB 3	14 B R 4
15 P S 4	15 P×P (best)

16 P×P	16 B×P
17 Q S 3	17 Q R 4
18 B K 3	18 Castles (*e*)
19 B Q 2	19 B×B
20 QS×B	20 B K 3
21 Q QB 3	21 Q QS 3
22 Q QS 4	22 S R 4
23 QS QB 4	23 B×S
24 P×B	24 R QS 1
25 R QB 1 (*f*)	25 R QB 1 (*g*)
26 R B 3 (*h*)	26 S B 5 (*i*)
27 K B 1 (*j*)	27 R QR 1
28 R R 3	28 R×R
29 P×R	29 S Q 6 (best)
30 Q Q 2	30 P×P
31 P QR 4 (*k*)	31 Q S 8+
32 K K 2	32 S B 5+
33 K K 3	33 Q S 3+
34 S Q 4	34 S Q 6
35 Q B 3	35 P×S+ wins.

a] Slow but safe.

b] B K 3 is a more usual continuation.

c] The B has finally to go to S 3. This results in the advance of Black's pawns, with no advantage to White.

d] Expecting to win the P apparently, but in reality comes near losing a piece.

e] B K 3 is more attacking.

f] R QS 1 is stronger.

g] PxP wins a P.

h] P QS 3 is better.

i] This is bad medicine for White.

j] R B 2 is much better.

k] Q QB 2 is better.

GAME No. 647. (Evans Gambit.)

Prof. Brownson.	Major Day.
1 P K 4	1 P K 4
2 S KB 3	2 S QB 3
3 B B 4	3 B B 4
4 P QS 4	4 B×SP
5 P QB 3	5 B QR 4
6 P Q 4	6 P×P
7 Castles	7 S KB 3
8 P K 5	8 S KR 4
9 B×KBP+	9 K×B
10 S KS 5+	10 K KS 1

White mates in four moves.

GAME No. 648. (Odds Q S and blindfold.)

Mr. F. B. Walker, of Ithaca, N. Y., gives Q S and plays without sight of board or men.

F. B. Walker.	S. A. B.
1 P K 4	1 P K 3
2 P Q 4	2 S QB 3
3 S B 3	3 P Q 3
4 B QB 4	4 B K 2
5 P Q 5	5 S K 4
6 P×P	6 S×B
7 P×P+	7 K×KBP
8 Q Q 5+	8 B K 3
9 Q×SP	9 S KB 3
10 P QS 3	10 S K 4
11 B B 4	11 S×S+
12 P×S	12 R KS 1
13 Castles QR	13 P S 4
14 B S 3	14 QB KR 6
15 P K 5	15 B S 7
16 KR K 1	16 Q S 1 (*a*)
17 Q B 6	17 Q K 1
18 Q×BP	18 Q Q 2 (*b*)
19 P K 6+ wins.	

a] Having forced the White King's Rook into a good position, he now pays his respects to the Queen.
b] Was determined to drive off the Queen at all hazards, but in doing so meets with a great disaster!

GAME No. 649. (Sicilian Defence,)
(Contested lately in Newark, New Jersey.)

F. Madler.	J. Lenau.
1 P K 4	1 P QB 4
2 S KB 3	2 P K 3
3 P Q 4	3 P×P
4 S×P	4 S KB 3
5 B Q 3	5 S QB 3
6 B K 3	6 B K 2
7 Castles	7 Castles (*a*)
8 P KB 4	8 P Q 4
9 P K 5	9 S Q 2
10 P QR 3	10 S×S
11 B×S	11 P KB 3 (*b*)
12 S QB 3 (*c*)	12 P KB 4
13 S K 2	13 P QS 3
14 P QB 4	14 B S 2
15 S S 3	15 R KB 2 (*d*)
16 K R 1 (*e*)	16 R QB 1
17 P×P	17 B×QP (*f*)
18 B K 2	18 R QB 2 (*g*)
19 B KB 3	19 B QB 5
20 S K 2	20 S KB 1
21 B K 3	21 R QB 1
22 R QB 1	22 B QS 4
23 R K 1	23 Q K 1
24 S Q 4	24 B Q 2
25 P QS 4	25 S S 3
26 B R 5	26 R KB 1
27 S KB 3	27 R×R
28 B×R	28 B QB 3

29 S Q 4	29 B Q 4
30 Q QB 2	30 P KR 3 (*h*)
31 Q QB 7	31 P QR 3
32 Q×SP	32 B×P+
33 K×B	33 S R 5+
34 K R 1	34 Q×B
35 Q×KP+	35 R B 2
36 Q×RP	36 R B 1
37 Q QS 7 ?	37 R Q 1
38 Q×B (*i*)	38 R×S
39 Q K 6+	39 K R 2
40 Q QR 2 (*j*)	40 S KB 6
41 R B 1	41 R Q 7 !!
42 Q×R	42 S×Q
43 B×S	43 Q K 7 wins.

a] Should have played P Q 4 before Castling.

b] As the pawn goes on next time, it would be better to make one move of it. White could capture all the same, but he seems to have been aware of its weakness.

c] P KS 4 would seem to be good now.

d] With a view to bringing the S to K S 3.

e] Obviously to prevent exchange of Bishops.

f] An excellent post for the Bishop.

g] Apparently contemplating Q QR 1.

h] Looks bad. The idea here must have been to follow with K R 2, freeing Queen and Springer all of which takes time. Why not, instead of this, B KR 5, followed by Q B 2?

i] An easy victim to Black's fine strategy. By playing 37 Q K 2 he could have made the game quite handily with his pawns.

j] Q QS 3 is better, commanding Queen's sq. and answering S KB 6 by R K 2 e. g.

40	41	42	43	44
Q QS 3	R K 2	RxS	K S 2	K R 3
S B 6	SxKRP	R Q 8 ch	Q K 7 ch	R Q 6 ch

45 QxR QxQ ch and White's game is better than in the text.

A Mate for Life.

(By R. H. Seymour.)

Andrew was a city youth of good proportions, with light hair and complexion of marvelous fairness. He was a member of the famous Seventh Regiment, called by the regular army boys "kid gloved gentry," but they proved themselves able to handle iron gloves in the infamous riots of 1863, so as to win golden plaudits even from regulars. All the Seventh were great favorites with the ladies and Andrew was no exception; and as he was of a good family, with plenty of this world's riches, many a mother had maneuvered to win him for her daughter, but in vain. He belonged to a mercantile firm in the city. Every year each member of the firm had two weeks vacation. Andrew's turn came and he decided to visit the Coopers, residing in Speonk, where he had often been invited, but never found just the time to go.

Having visited all the watering places and celebrated fashionable resorts in his previous vacations, he had grown tired of the butterflies that frequented such places, and decided on two months of country life. So he took the train for Farmington, where he was to make connection with another one for Speonk. Arriving at the junction he, with one other passenger bound for Speonk, got out on the platform and waited until the cars passed by, expecting the train

for the branch road would make its appearance. What was Andrew's consternation to find that he had got off on the wrong side of the cars and, that the train for Speonk had left on a branch track some minutes before. As usual on American railroads, no notice had been given by the conductor to the passengers; and strangers, left to their own resources, were thus misled. Andrew was puzzled what to do for on inquiry he found that he was twenty-five miles from Speonk and no train until the next afternoon.

As he stood musing, a lady's pleasant voice, accosted him with: "Can you tell me, sir, how soon the train leaves for Speonk"? Turning, he saw a young lady plainly dressed, of small but neat figure, with a sweet face that looked the essence of good nature. He informed her of the predicament they both were in, "Misery loves company," and the lady seemed ready to have a good cry, but Andrew informed her that he would look around the place and see what could be done. If he had been alone he would have made up his mind to walk to Speonk, but he was too gallant to leave this lady in such a rough-looking place as it seemed to be. The thought struck him, that if he could find some conveyance and a driver, they might reach their destination that evening. After a patient search he found an old carryall and farm horse, who looked as if he might make three miles an hour with vigorous urging.

But Andrew found himself in another predicament. The carryall only held two and it was a question in his mind if the lady would trust herself

to his care. However, he frankly stated the case to her, and she taking his good honest face as a guide, decided to accompany him. After satisfying the owner of the conveyance and arranging for its return, they started on their way with a great deal of merriment at their old fashioned equipage. For eight hours they rode before ending their journey. They found plenty to talk about, and it being a moonlight evening, they became quite well acquainted with each other. Imagine yourself reader, in a like position on a moonlight evening, do you think it would take long to become well acquainted? It became known to Andrew in the course of conversation that the lady's name was Helen Hazleton, and that her home was in Bloomingdale, one of the suburbs of New York city. She was bound on a visit to an Aunt living in Speonk, Miss Fannie Hawkins. Andrew's friends the Coopers, she told him, lived next door to her aunt. Andrew was in luck, for such good nature combined with sound common sense, he had never before met among all his lady acquaintances.

Reaching the town about 12 p. m., he aroused Aunt Fannie, who was astonished at her niece's appearance at that late hour with a gentleman. She had expected her early that afternoon, and supposed she had postponed her visit. Helen soon explained how it was, and Andrew, with their profuse thanks for his trouble, took his departure to the Coopers and surprised them also not a little at his unexpected arrival. Stabling his steed, he informed them of his adventure and of his lady companion. Indulging in

much merriment and many jokes at Andrew's expense, he retired to "pleasant dreams and sweet repose."

Now this Mrs. Cooper had long had a motherly interest in our Andrew, being an old friend of his mother but had never before been able to get him at Speonk. At the same time she had selected a young lady that she thought would be just the one to make him a good wife, who, strange to say, was this same Helen Hazleton, and she thanked the good fortune that had thus accidentally thrown them together. The next day Andrew called on Helen to inquire how she had stood the jaunt of the evening before, and found her dressed in a neat pretty calico, helping her aunt in her household affairs.

The change was great from the exquisite and extravagant dressing he had been accustomed to at fashionable places. He thought he never had seen a lady look so pretty and interesting. She made no apologies as to her looks, as he had heard so many do when caught in similar circumstances, but simply said that she never was in better health, and that the ride had done her good. After a short call he took his departure, the ladies telling him not to stand upon ceremony, as they did not observe fashionable rules in Speonk, and to run in any time he felt like it. Andrew's two weeks passed rapidly away with rides excursions, picnics, croquet, &c., in which Helen nearly always participated.

How could it be otherwise, taking all things into consideration, that two young people thrown first together by peculiar circumstances, and then almost

constantly for two weeks in each other's society, should not have very tender feelings for each other in the regions of their hearts. Andrew's day of departure came, and knowing as he did that his heart was in Helen's possession, he did not think it exactly proper to state his feelings to her after only two week's acquaintance. After his bidding Helen and her aunt adieu, Helen felt very sad and lonely, so much so that her aunt drew her secret from her, and comforted her by counseling her to have patience, as Andrew had promised to call on her when she returned to her home, which would be after the lapse of a few weeks. On Andrew's return to business, it seemed as if the weeks would never pass; and after he knew she must have returned, he let another week go by before he thought it proper to call. Her poorly concealed delight at his appearance did not escape Andrew's eye.

For a long time he visited Helen, and could not bring himself to the point of asking the all-important question. One evening he asked her if she would allow him to teach her the game of chess. To his surprise she told him that she was well acquainted with the game, often playing with her father. Of course the chess and board were brought out and Andrew and Helen sat down to a trial of their skill. Andrew found his match in chess, as well as his match for life, and as Helen announced mate with her queen, Andrew's hand accidently laid itself upon Helen's, which was not withdrawn. As their eyes met, Andrew said: "You have conquered my king in chess, and you have long ago conquered my heart,

will you mate with me for life and be my queen, and let me be your loving king?" She answered as before, only in gentle tones that meant for life "mated."

Playing at Chess.

My little love, do you remember
'Ere we were grown so sadly wise,
Those evenings in the bleak December,
Curtain'd warm from the snowy weather,
When you and I played chess together,
Checkmated by each other's eyes?
Ah, still I see your soft white hand
Hovering warm o'er Queen and Knight.
Brave Pawns in valiant battle stand,
The double Castles guard the wings;
The Bishop bent on distant things,
Moves, sliding through the fight.
Our fingers touch; our glances meet
And falter; falls your golden hair
Against my cheek; your bosom sweet
Is heaving. Down the field, your Queen
Rides slow her soldiery all between,
And checks me unaware.
Ah, me! the little battle's done,
Disperst is all its chivalry:
Full many a move, since then, have we
'Mid life's perplexing checkers made,
And many a game with Fortune played—
What is it we have won?
This, this at least—if this alone:
That never, never, never more,
As in those old still nights of yore
(Ere we were grown so sadly wise,)
Can you and I shut out the skies,
Shut out the world and wintry weather,
And eyes exchanging warmth with eyes
Play chess, as then we played, together!

—Owen Meredith.

Resignation.

PHILADELPHIA, PA., Feb. 15th, 1876.

To the members of the American Chess Association :

RESPECTED FRIENDS—In view of the unexpected circumstances which have occurred since our election, we hereby resign our respective positions and proclaim the dissolution of the American Chess Association.

We return our sincere thanks to those who have sustained us thus far in our efforts to promote the welfare of American chess. We release those who have promised us liberal pecuniary aid from their obligations.

Yours Respectfully,

JAMES A. CONGDON, President A. C. A.

JAMES ROBERTS, Secretary A. C. A.

J. G. WHITEMAN, Treas. A. C. A.

Moving into Check.

CHARLESTON, S. C., Feb. 21st, 1876.

Mr. Editor :

Your correspondent "Querist," is anxious to know the "*principle*" involved in the chess rule "that a king can not occupy a square adjacent to the adverse king"; or why he cannot expose himself to the "check" of a piece which could not capture any other piece, as, for example, a bishop pinned to his own king by an adverse rook or queen.

The "principle" is contained in these few words :— "If the *king* is lost, the game is lost." "King takes king" is the last move that can be made. There can be no *recapture.*

Let "Querist" bear in mind that the object of the game is to *capture the adversary's king*, and the *moment* that is accomplished the *game is at an end.*

B. K. N.

Solutions to Regular Problems.

1154 1 S K 6 | 1 P×R (S)
2 Q KS 7+ | 2 K×S
3 Q KB 7+ | 3 K K 4
4 Q×QB+ | 4 R×Q
5 S QB 4+ | 5 any move.
6 mates.

1155 S Q 5 1156 K Q 6

1157 Q Q 7+ 1158 B QR 6 1159 QS K 7

1160 In one move by 1 R KS 4 dis±

1161 R×QBP

1162 1 Q K 1 R×R 2 R QB 2
——— R K 3+ Q×R+
——— R×B Q QB 3
——— B QB 2 S×B+

1163 1 B K 1 or 1 Q KB 1

1164 1 Castles 3 B KB 5
2 R KB 6 4 R KB 8 ±

1165 1 R QR 7+ | 1 S QR 3
2 P QS 4+ | 2 K QS 3
3 P QB 8 (S) | 3 K moves.
4 S K 5 mates.

1166 1 Castles + | 1 B interposes
2 R×B+ | 2 K×R
Stale mate.

1167 1 Q KR 4 | 1 P×Q etc.
2 R QB 3+ | 2 K×R mates
1 ——— | 1 B QS 5 etc.
2 Q×S+ | 2 B or S mates.

1168 The Q should be between the R's, then—
1 R K4 | 4 B S 3
2 R R 3 | 5 B B 2
3 Q R 7 | 6 R K 8 B±

1169 Black's last move was P K 4 and White was moving B from S 7 to R 6+, but was permitted to retract his last move, when he plays P×P en passant, mates. Minus a move plus a move equals zero moves.

1170	1 S Q 6+	1 Q×S
	2 Q QR 6+	2 K×Q
	3 B mates	
	1 ———	1 K moves.
	2 Q KS 8+	2 Q interposes.
	3 Q×Q ±	

1171	1 Q KB 2	K K 5	2 S Q 7
	———	P K 5	S K 6

1172	1 S B 2+	1 R×S
	2 Q B 3+	2 R×Q
	3 S K 5+	3 K×R
	4 P×R+	4 K Q 4
	5 K S 8+	5 B B 3
	6 B×B+	6 P×P
	7 P×Q±	
1173	1 P KS 8 (S)	1 S×S
	2 S KR 6+	2 K KR 6
	3 B KB 1+	3 any move.
	4 mates.	

Solution by EDWARD H. COURTENAY.

1174	1 B×P+	1 P×B or (A)
	2 S KR 2+	2 K R 5 or (B)
	3 R R 8	3 R×B+ or (E)
	4 Q×R	4 Q S 7+ or (C)
	5 S×Q+	5 K×P
	6 P K 4+	6 K B 3
	7 P (S) +	7 K——
	8 Q mates.	
	C	4 K×P

	5 P (Q) +	5 B——
	6 S R 3+	6 K B 3
	7 Q Q 4+	7 moves. 8±
	A	1 K×B
	2 Q K 5+	2 K S 5
	3 S R 2+	3 K R 5
	4 S×P+	4 (B×S)
	5 Q S 3+	5 K R 4
	6 Q mates.	
	B	2 K×P or (D)
	3 P (Q) +	3 (B——)
	4 Q×B+	4 (P×Q)
	5 Q B 6+	5 K R 3
	6 Q×P±	
	D	2 K R 5
	3 R R 8	3 Q S 7+
	4 S×Q+	4 (K×P)
	5 P (Q) +	5 B——
	6 S B 3+	6 K S 5
	7 R mates.	
	E	3 Q B 6+ or (F)
	4 S×Q+	4 K S 5
	5 S R 2+	5 K——
	6 R×B mates.	
	F	3 R×B+
	4 Q×R	4 Q B 6+
	5 S×Q+	5 K S 5
	6 R×B	6 any. 7 R±

Solution by E. B. Cook, Hoboken, N. J.

1175	1 KS K 5+	1 K R 5
	2 KS×SP+	2 P×S
	3 QS×SP+	3 B×S
	4 R KR 8+	4 B——
	5 R×B+	5 K×R
	6 P (Q)	6 Q KS 7+ or (B)

7 K×Q	7 R KS 8+
8 K×R	8 R QB 8+
9 B×R	9 P KB 5 or (A)
10 B KB 5	10 ——
11 Q mates.	

(A) If anything else, mates equally on the 11th move.

(B)	6 either R QB 6
7 B K 2+	7 Q——
8 B×Q+	8 K R 5
9 Q KR 7+	9 K×P
10 Q KS 7+	10 ——
11 Q mates.	

All other variations on Black's side allow White to mate sooner.

Our Solution List now stands:

1	C. H. Wheeler, of Illinois	94	Problems.
2	L. W. Davis of Wisconsin	93	"
3	H. A. Merrill, of Maine	90	"
4	Louis Boisot, of Iowa	87	"
5	F. M. Teed, of New York	85	"
6	F. W. Martindale, of New York	69	"
7	Geo. W. Taylor, of Massachusetts	60	"
8	A. Ortman, of Minnesota	58	"
9	L. T. Brown, of New Jersey	52	"
10	G. H. Thornton, of New York	51	"
11	J. B. McKim, of Ohio	35	"
12	Charles Benbow, of New Zealand	34	"
13	Frank Norton, of Iowa	31	"
14	J. G. White, of Ohio	29	"
15	W. H. Lyons, of Ohio	29	"
16	Regis Chauvenet, of Missouri	23	"

17	P. G. Toepfer, of Wisconsin.....	18	"
18	J. A. Schmidt, of Kansas.....	16	"
19	R. L. C. White, of Tennessee.....	16	"
20	T. D. S. Moore, of Canada.....	10	"
21	F. W. C. Crane, of New Jersey....	10	"
22	W. H. Russell, of Missouri.....	8	"
23	Richard Lacy, of Rhode Island....	7	"
24	Julius Stein, of New Jersey.....	5	"
25	R. H. Seymour, of New Jersey....	1	"
26	Frank B. Walker.....	1	"

☞The prize for this month, five dollars in any thing from our list, is hereby awarded to Mr. C. H. Wheeler, of Englewood, Ill. His score is now cancelled, and the others remain to be added to the solutions given in our next number.

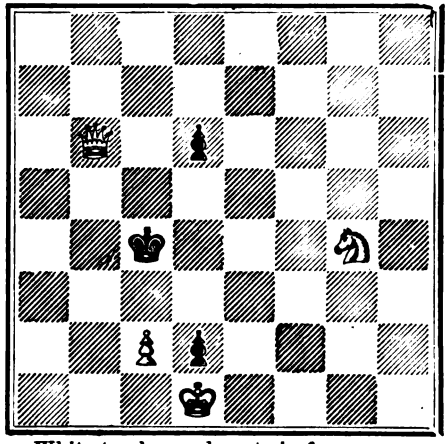
TOURNEY SIX. Problem No. 58.

White to play and mate in three moves.

TOURNEY SIX. Problem No. 59.

White to play and mate in three moves.

TOURNEY SIX. Problem No. 60.



White to play and mate in four moves.

PORTFOLIO.

1899. There should be no useless pieces in a Chess problem. This rule is as inflexible in pictorial positions as in any other; the only difference between these and the ordinary problems is that less difficulty and piquancy are demanded from the pictorial ones. In Cook's Morphy Problems, (See CHESS JOURNAL No. 70) you find no useless men.

733. Please send full Solutions to problems and positions.

965. You ask "who has the better game in

1 P K 4	1 P K 4
2 P Q 4	2 Q KR 5
3 S KB 3	3 Q × KP +
4 B K 2	4 P × P
5 Castles	5 B K 2
6 S × QP	6 S KB 3
7 S QB 3	7 Q KS 3
8 P KB 4"	

Ans. White, because he has a strong attack and the better position; while the Black Queen seems to be in an uncomfortable climate.

2432. Four-handed chess should be played on a board of 108 squares. See No. 16 of this CHESS JOURNAL for rules, explanations, etc.

1368. The Deutsche Schachzeitung needs no panegyric. The oldest of living chess magazines, it was for many years the best. It was edited by such men as Andressen, Der Lasa, Bledow, Hanstein, Lange, Minckwitz and many others of equal learning and skill. Its games were all first-class; its analyses

from the hands of the greatest adepts; its problems the results of the toils of the greatest composers. It forms a library in itself. Most of the rare chess works of eld are reproduced in its columns, and all have an exhaustive examination.

Most of the earlier volumes are out of print and cannot be obtained save by accident and at high prices; the set we are now offering being the only known exception.

2533. We can furnish the CHESS JOURNAL complete. No. 13 having run out of print, we have issued a second edition of that number.

2312. We beg to differ with you in your severity against mistakes, for only *he who never does anything, never makes a mistake.* De plus we learn and improve by failure more often than by success.

1536. Please send the names of both contestants, as well as all other particulars, with the scores of games sent for publication.

New York Chess Club.

At a regular meeting of the Down Town Chess Club on Saturday, the 4th ult., the words Down Town were by unanimous consent dropped from the name of this Club, which henceforth will be known as the NEW YORK CHESS CLUB. Long may it flourish!

Harvard Chess Club.

At a recent meeting the following officers were elected:—

T. W. BARNES, '76, President. L. SARGENT, '79, Vice President. J. LE MOYNE, '77, Secretary.

The Centennial Chess Congress.

Our Philadelphia exchanges are filled with exciting news, and enthusiastic reports concerning the coming Centennial contest. Paulsen, Rosenthal, Anderssen, Blackburne, Steinitz and McKenzie are expected, whence the great Philadelphia players, Reichhelm, Elson & Co., are daily practicing to be ready for them. May we all be there to see the giants!

A Checker Magazine.

—THE—

AMERICAN CHECKER PLAYER

Is a Monthly Magazine devoted entirely to the game of Checkers. It is published by

THO'S PHELAN & BRO.,

510 West 57th Street, New York.

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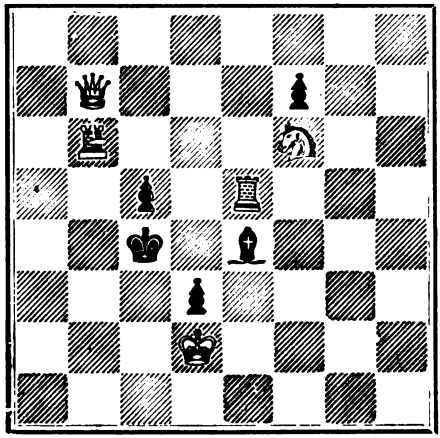
Handbuch des Schachspiels.

5th (latest) Edition, pp. 641, large 8 vo.

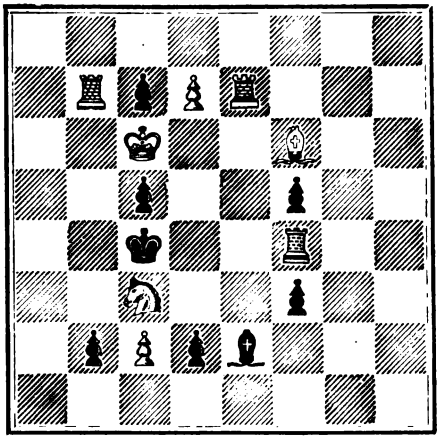
There is no book equal to the above for full, complete and exhaustive analyses of the openings in the game of chess. The editor is Baron von Heydebrand und Der Lasa, Prussian minister at Copenhagen. To him, the leader in the world's chess literature and analytical labors, the following *spell* upon the *board* is most respectfully inscribed.

Problem No. 1319. By E. B. Cook.



White to play and mate in two moves.

Problem No. 1320. By E. B. Cook.



White to play and mate in two moves.

Problem No. 1321. By E. B. Cook.

White to play and mate in two moves.

Problem No. 1322. By E. B. Cook.

White to play and mate in two moves.

Problem No. 1323. By E. B. Cook.

White to play and mate in two moves.

Problem No. 1324. By E. B. Cook.

White to play and mate in two moves.

THE SCHOOLMASTER'S DREAM

ACT. I. SCENE I.

THE SCHOOL ROOM.

MUSIC: "The Girl I left Behind Me."

Enter Professor Carl, big collar, linen coat, scarlet vest, knee breeches, black stockings; about 30 years of age. Sings:—

O! for a home beyond the wave,
A cave by ocean's shore.
Where thoughts of school and scholars' ways
Might never tire me more.

For ten long years in this sad spot
I've taught my busy school,
By all the world unheeded not,
By all the world forgot.

He rings the bell, and his pupils enter. Boys L. and girls R. They are variously dressed, some in long aprons, grotesque style etc. They form a ring around him. Then all sing:

Come, schoolmates, let us take our books,
And think no more of play.

* * * * * *

Chorus: So all hands study, etc.

As they are singing, enter L. Mr. and Mrs. Heiser and their son Henry. All three in full Dutch style outre, old country fashion. They join in the chorus, after which the pupils bow and commence studying their lessons.

Mr. Heiser: Wie gates, Mynheer Carl, how you vas?
I prings my little Sohn to school.

Mrs. H. We give you here our Heinrich boy.
Take him, if not against the rule.

Both. We lend to you our little schild;
Be kind to him; oh! pray be mild.

Prof. He looks a darling, good is he;
He soon shall learn his A B C.

Preparation to sing in pantomime; all rise and sing:

We all do love our school so dear,
Our schoolmates and our books.
We all enjoy our singing class;
You know it by our looks.
Our master tries so hard to teach
His wayward pupils truth.
We are unruly, we confess,
But 'tis because of youth.

Chorus: Be happy, happy, all day long,
We'll ever love our schools;
We'll try our lessons all to learn;
We never shall be fools.

We love to have new scholars come
And join our happy throng.

Of knowledge we will have the best.
We think no ill nor wrong.
New scholars like our Henry here
We welcome with good will.
He's just the nicest little dear
That e'er climbed knowledge hill.

Chorus. Come one, come all,
Oh come, yes, come
And learn with us at school;
Stay not away,
Come every day,
And never be a fool.

(*Exeunt L., Mr. and Mrs. Heiser.*

A class reads; different styles. Declamations. Enter Mr. O'Rooney and his son Jimmie. (The boy is a very rough specimen, has a black eye and patch over it.)

O'R. (*fiercely*) Is it the likes av yees
To be poundin' me boy?
Is it for that I sind
His mother's darlin' joy?
Och hone, alana, see,
Luk at the eye av 'im!

(*He shows Jimmy's eye, but Jimmy makes fun of his father behind his back.*

Prof. You are mistaken, my good man,
I flog as rarely as I can.
Your son may have a bad black eye,
Some other has done it, not I.

Jimmy (*aside*) True for yees, acushla,
'Twas fightin' Patsey Flynn.

He welted me; but I
Some day will black his eye.

O'R. (*more fiercely*) Och, Jimmy, me swate lad!
Why did I sind you here?
Bad scran to you, Mister,
To touch a boy av mine.
I'll break the head av yees,
I'll bate the life av yees—

Goes for the Professor and beats him around until the pupils get after O'Rooney, tear his coat tails off, and finally drive him out L.

Spelling class called in pantomime. They write words by heart on the blackboard, as enter police L., and arrest the Professor.

Police (*seizing him, one on each side*). You are our prisoner. (*Reading.*) *Whereas,* One Professor Carl did feloniously and maliciously misuse and maltreat one Jimmy O'Rooney, in that he gave the aforesaid Jimmy O'Rooney a melancholy aspect in the south visual organ; and, whereas, the said Carl did by and with the help of his unruly pupils, devise, ordain and make an assault on the parient of said Jimmy O'Rooney, aforesaid; therefore, you as police are hereby commanded in the name of the injustice of Dubuque, to seize, arrest, to have and to hold, the body of the said Carl, the notorious Carl aforesaid, and you will commit him to the common jail or jug until such time as the Honorable Court or Courts shall be pleased to try, hear and determine his case, promulgating his guilt or innocence, as the case may be; and may the Lord have mercy on him.

(*They tie him, and are about to lead him out amid the cries and lamentations of the children, when Mr. and Mrs. Heiser re-enter L.*)

Mr. Heiser. Friend police, wherefore this strife?
Mrs. Heiser. Release him, oh! spare his life.

Chorus: Pardon him, oh! pardon the poor old man,
Unbind him, release him as you can.
Let him go, let him go, we ever pray,
Nor keep him suffering here to-day.

Police. It can't be done. The law is law,
And he must go with us;
A dungeon dark and damp is all
The cheer we have for him,
Unless, unless, you'll sign a bond
That you will pay in gold
Ten thousand dollars if he leave
Before the court shall hold.

Mr. and Mrs. H. To sign a bond to pay in gold
For this strange man that's here
We cannot do; oh! never, sir.
Take him to prison drear.

(*Exeunt L. Mr. and Mrs. H.*) *They take him out L. as Miss Adila comes in R.*

Adila. As on my lonely walk I strayed
By chance I came this way.
Without I heard a clamorous noise.
What's this commotion, pray?

What can it be? Why is this thus?
Where is the schoolmaster?

I come from far, from New England,
Where schools have no such fuss.

Pupils. They have carried him off to jail,
Dragged our master to prison.
They told a lie on him, they did.
We'll never see him more.

(*They weep.*)

Miss Adila. 'Tis true, a stranger here from far,
I've come a lone wanderer.
My father's dead, my mother's dead,
And I am left alone.

Song—"Nobody's Darling."

A darling brother once I had,
A brother good and true;
Four years his age when mother died,
They said that I was seven.

When mother died she charged me then,
I'll ne'er forget her words;
Serve thy brother, be kind to him,
And so please me in heaven.

They laid her in the ground; they sang
Sad hymns before her grave;
Cold clods they heaped upon her there,
Then drove me far away.

My only brother since that day
I nevermore have seen,
And lies he dead, or lives he yet,
I'll never know, I wean.

For twenty years my mother's voice
Still sounds within my soul;

Though brother's gone, there's others left
Whose sorrows are untold.

Pupils. Help our teacher, then, our kind friend,
Help him whom we all love.
Help him who's dragged in chains away,
The master of our school.

Adila. Tell me, children, what has he done,
This master of your school,
And where is he? and why are you
Left here in solitude?

Pupils. Our master is our kind friend,
He has done much for us;
He has done naught, dear lady,
That they should treat him thus.

We all love him so dearly
'Tis sad for him to be
Locked up in that dark prison;
We want to set him free.

Chorus: Oh help us, kindest lady,
Oh, help our dearest friend;
We can do much, dear lady,
If you your help will lend.

There is a bond will free him,
If you this bond will sign.
You have the wealth, kind lady,
If you are so inclined.

Oh, save our dear old teacher
From a sad and cruel death,
And e'en the flowers will bless you
With their fragrant latest breath.

Adila. Enough; I'll free him if I can.
Here, take my jewels, watch,
My pocket-book, my money all,
And bring the bond to sign.

(*She gives her jewels, &c., which Jones takes.*)

And more than this, I'll go with you,
And should naught else avail,
I'll take his place and pass his time
In that cold dismal jail.

Jones. Then come with me, and you shall see
What answer gay, this very day,
The sheriff, marm, shall give to thee.
This way, madam, this is the way.

Music: Slow and mournful as the children all pass out R. (*Jones and Adila left.*)

SCENE II.—Outside the Jail.

Enter L. C. the police, Jones and the sheriff.

Murphy. For this he's brought the lady here;
A female thief, or worse, I fear.

Sheriff. You say a strange lady will sign
This bond; and sends these things
To save the prisoner from his doom.
'Tis well, if they be truly gold
And nothing's stolen that is here.
I fear theft; say, boys, what think you?

Jones. "Ill take his place," the lady said,
These are the jewels that she sent.

She is no thief; she's true as steel.
I'll die for her: and tell me not
Her angel face has lied to us!
Proud minion of the law, for shame!
To other ears go speak mistrust,
My latest breath shall speak her well.

Sheriff. Young man, be calm and cool thy blood,
No use to die for one fair face.
There's thousands more that fade away
And we live just as happily.
Go, bring the lady, sign the bond,
And let her pine in prison here.
We'll test her love and try her soul.
Give here the gold and go thy way.

Exit Jones L. C. and returns with Lady Adila.

Adila. Kind friends, you wrong a noble soul.
You've here confined an honest man.
Return him to his children dear—
Release him from this bondage drear.

Murphy. Just as you please, we charge you then,
Leave your money and sign this bond.
If you for him in jail will stay,
We'll set him free this very day.

She signs the bond, and is handcuffed. Murphy sees a ribbon around her neck. He pulls it off. It is a portrait in a locket.

Adila. Spare this; 'tis all that I have left
To give me hope, and feed my soul
With thoughts of her, my mother dead.
My mother's picture, touch it not!

Sheriff. What care we for this vile paper?
Go on and quit your badinage.

Murphy. A foolish daub, a painted scrawl.
'Tis fit for fools, for fools 'tis fit.

He throws away the picture (which Jones picks up), but Murphy puts the ribbon and locket into his pocket.
(Exit L. C. police and the lady. Exit Jones R. Murphy and the sheriff divide the spoils. Re-enter L. police with Professor Carl.

Sheriff. Well, sir, we give you freedom now
To go and stay where'er you please.
We'll keep the prisoner in your place,
The cause of justice to appease.

Prof. But surely, friend, I have the right
To know whence freedom came.
Who suffers for me? Quick and tell.
I want to know his name!

Sheriff. His name, I guess you know it well.
'Twas Susan Jane, your accomplice.
These are the trinkets that she gave
Her unknown friend, her Carl, to save.
Retire, my chum. seek other lands,
Nor come again to sheriff's hands.

Prof. Her name! I know not what you mean.
Her jewels, money, watch and chain
To save me from your cruelty!
In prison, too! Who's Susan Jane?
Say, sheriff, take me back again,
Here are my hands, put on the chain.

I must know who and how and why,
Or I will stay in jail and die.

Sheriff. All right, we'll keep you just the same,
But you must pay for such a game.
Our charge is twenty dollars; pay
This sum, and she may go away;
And you for Susan Jane may stay.

(*He searches for money, but Murphy has robbed him.*)

Prof. My money all is gone. I see
Some thief has stolen all my store,
My papers, watch and handkerchief,
And you would steal my honest name.
No matter, there's a God above.
We're safe in his protecting love.
I go; this afternoon at three
Be at my school, for yellow gold,
Though all I have, shall then be yours,
For Jane, whoever she may be;
I'll suffer for myself alone.

(*Exit Carl L. C.*)

Sheriff. Very good, eh, Murphy?
We'll get his gold to-day.

(*Murphy gives him some sealed letters, which the sheriff reads.*)

LONDON, June 3rd, 1874.

"*Dear Sir:* In England's foggy land
There died a few months since a man
Of mien and manners wondrous strange,
And ere he died this tale he told:

Some twenty years or more ago
The cholera, like a darksome storm,
Swept o'er our town, scattering death
Around, like hailstones everywhere.
At noon my nearest neighbor died.
That night in death his wife lay low.
A boy of four, a girl of seven
Were left, whose parents sleep in heaven.
I stole that neighbor's gold; I took
His all, his children, too, I took.
The girl to school I sent afar,
The boy I gave a stranger man.
And since that day, in London town
I've lived and spent their father's gold.
Ships have I bought, and lands untold.
Fortune has favored me; I'm rich;
All joys of life, all have been mine;
All, save the wrong my conscience tells.
No hope of mercy can save my soul
Unless I give them back their gold.
Now here I sign and will my all,
Gold, lands and ships, to Susan Jane
One-half, the other half to Tom."

Now, since the death of this old man,
Of him that stole the children's all,
We've found his will; and all this gold,
Houses, ships and lands must all be kept
Till Tom and Susan Jane are found,
Or proof they're laid beneath the ground.
We've heard that Tom lives in your town.
If so, go you and buy his share.
I'll give ten thousand pounds for half,

And twenty thousand more for Jane's.
Their shares are worth a million, man!
That Tom is your Professor Carl.
The girl once lived in Boston town,
But now has gone no one knows where.

(*Finishes reading in silence.*)

Ah! ha, Murphy, we've treed our game;
That Tom and Carl are both the same;
And she we have in prison here
Is that same Susan Jane, my dear.

(*Opens another big letter.*)

Let but their names be signed to this,
And all is ours the world calls bliss.
This shall they sign, this must they sign,
And all their gold be yours and mine.

(*Exeunt L. C. very quietly.*)

SCENE III.

IN THE SCHOOL ROOM AGAIN.

Enter R. Carl and Jones.

Carl. Last night I stood upon the porch
When everything was calm and still.
I looked upon the starlit sky;
Ten thousand shining stars were there,
But none that twinkled joy for me.
And as I gazed, the night grew thick
With fogs and clouds descending there,

Till midnight shadows covered all
Save one lone star, that sickly shone,
That flickered thrice, then faded dim,
A moment stayed, then all was gloom.
Thus goes my life; a moment o'er
And all I am will be no more.

Jones. Not so, good Master Carl, oh no;
That star behind the cloud still shines.
The fogs and mists shall roll away.
Again that star will shine for thee,
'Tis true that now your name is stained,
A suit at law is on your hands;
But truth will out; it will be shown
That Rooney had no cause to sue—
Some other hurt his boy, not you.
Not you alone does fortune try.
Have you forgot who set you free?
The lady now in jail for you?
Her gold, her watch and trinkets rare,
A stranger, too, and fairest of the fair.
From off her neck they rudely tore
Her mother's locket that she wore.
They dashed the portrait to the floor.
The gold they stole; she begged in vain.
They laughed and drove her back again.

Carl. No more, good Jule, say me no more—
I would be human, not devil.
An inward rage, like covered fire,
Burns deeper to the very soul.
I bide my time, nor long to wait,
For, see, they're coming through the gate.

Enter L. sheriff and police with documents.

Sheriff. Our visit's brief; make no delay.

Carl (*handing money*).—
This is the sum, this is your pay.
Release the lady straight away.

Sheriff (*pocketing money*),—
I've seen the judge and fixed your case.
Sign this paper, sign this quit claim :

(*Reading*)

This is to say that I, Carl Benson, for and in consideration of the services rendered me by G. O. Cheney, in paying the expenses, fines and fees accruing upon a case at law wherein Martin O'Rooney was plaintiff and I, Carl Benson, defendant, do hereby give, convey and covenant all my right, title and interest in any property left me, or to be left me, by my parents or other friends or relations now deceased, to the above mentioned G. O. Cheney, to him, his heirs and assigns forever.

In witness whereof I have hereunto set my hand and seal this the 26th day of June, A. D. 1874.

Prof. Why should I sign this foolishness?
There's none to leave me wealth or fame.
You've got your pay, now let her go.
The one you hold in bonds for me.
Return her cash and jewels, too.
Put in the bond that she is free,
And I will sign your foolish bond;
And, happy, teach my school again.

Jones. Kind master, don't be over fast.
Make these to sign a quit claim, too;
And let them free the lady first,
And let her come and see the bond.

Sheriff. Agreed; that suits us very well.
Go, Frank, and bring the lady here.

(*Exit R. Frank.*)

We wish to finish up this case,
To make you free from further loss.
We know you are a worthy man,
That tries to do the best he can.
O'Rooney's always in a row,
He cares not whom he hurts nor how.
That boy of his, the worst in town,
I would that they were sent to jail,
And not such honest folks as you.
—Oh! yes, I had forgot. Please sign
This bond; and then from out the law
You safe shall come and be at rest.

Carl (*signing*). I am indeed most glad to see
That after all we can agree.
Have no more trouble and agree.

Sheriff (*rolling up the bond with much complacency:*)—
Would all lawsuits might end like this.
Who knows not more can sleep in bliss.
But stay, (*unrolling*) 'twere well for them to sign
As witnesses, lest some evil one
Migh tear the bond and bring to life
This settled cause of hapless strife.

(*Murphy signs as Frank and Miss Adila enter R.*)

The trouble, lady, now is o'er.
We have this fixed forever more.
To make assurance doubly sure
We've drawn these papers freeing all.
These he has signed, and now is free;
The same await a name from thee.

Adila (*after reading a little*).—
This seems to me most wondrous strange
That I should sign away the right
To lands and things I never had.

Murphy. The forms of law are worded thus,
We know not why. This do we know,
The law and court ordain it so.

Adila. So be it, then, but give me back
My purse and all you took from me;
My mother's picture, first of all,
And I will sign an hundred times.

Sheriff. Certainly, that is right; but sign,
And all you ask is yours again.

Adila (*with pen in hand.*)—
How can I tell you speak me true?
Perhaps you will deceive me, sir.
(*signing*) My mother's picture, dear emblem
Of her who waits in heaven above,
The guardian angel of my life,
Quick, give it here, I cannot wait.

Sheriff. Softly, let sign the witnesses,
For thus the law has well decreed.

(*Frank and Murphy sign. The sheriff grabs it and rolling it up, waves it over his head.*)

Hurrah, boys! hurrah, boys! we're made.
The bond is signed. No law can touch
The fortune that we've made to-day.
This bond they've signed, a million gives
To us most honest officers.
'Tis best, my friends, you never know
The fortune left you years ago.
Teach school and train the infant mind,
For wealth and pleasure we're inclined.

Jones. Great God! Can such villainy be?
Heartless robbers, unfeeling men,
You swindlers of the innocent!
And do you hope for happiness?
Fear you not the stings of conscience?
Fear you not the curse of heaven?
Know you not that if you take the gold
The robber from their father stole,
You are partakers of his guilt?
Now here I swear: As long as life
Shall leave me breath, I'll bring you strife
And law and trouble till you die,
Or give back this ill-gotten gain.

Sheriff. Rave on, young man. *We* know a place
Most suitable for fools to grace.
It's deep and dark and in the ground;
It's cold and damp; there comes no sound.
There toads and snakes and lizards foul,
And mouldy rags, with vermin filled,
Make life a horror, death welcome.

Arrest him, boys, and hurry on.
Lock him in the lowest dungeon.
So perish all who mock the law
And all who dare to cross our path.

(*Murphy and Frank seize Jones and are carrying him out L. as enter L. Mrs. Bridget O'Rooney, driving in before her Mr. Martin O'Rooney and their son Jimmy. She makes a great courtesy, and seeing them about to carry him out, she stops them, taking Frank and Murphy by the throat, one in each hand, setting Jones free; as O'Rooney grabs the sheriff in the same manner.*)

Bridget. Say, ye spalpeens, lave the boy alone! Be listening to the likes av me!—Ah, Martin, me honey, well done for you. Give the auld miser a smeller in the ear af he look crossways. Ah! musha, ye blaggard sheriff, (*shaking her fist under his nose,*) fwats all this ruction yer making about the one black eye of Jimmy? Ah! the *dirty* Jimmy, lavin' Patsey Flynn to black the eye av 'im! Och, hone! Och, hone! (*wringing her hands,*) that an O'Rooney should be so disgraced! (*Going up to the schoolmaster.*) Foine skule teacher, ye be! Cudn't ye give the boy a few lessons wid the fives? (*showing how to box.*) Bad manners to yer radin and writin'. Cudn't ye show him a few trips? (*showing the schoolmaster. Going back to the police, she shakes them again; O'Rooney does the same to the sheriff. She seems in great trouble.*) Oh! murder, an the worst disgrace av all. Me omadawn av a husban to take the la'; to take the la' av the skule tacher! Oh, acushla! to

take the la' for a black eye from a Flynn!! Osh! Martin, ye've disgraced the O'Rooney name foriver. (*shakes her fist at him*). Ah! gintlemin, I've bate him well for that.——Ah, ha! Shure, fwat great lady have we here? The purty face av her! Shake hands, alana! Spake out; yees look distrissed!

Bridget. (*seeing the bond in the sheriff's hands*)—
Fwat's this? Fwat have we here?

Jones. That is the bond the honest signed;
To save them from the law, they signed.
This took the master's all of gold.
That took the lady's watch and chain,
Her money and her mother's picture.
Forced them to sign away their all.
Stole, cheated, swindled, robbed them.

Bridget. Faith and ye did the half of that, yees be all no better than dead min. Give back thim things ye stole! (*showing her muscular arm. They give back everything except the stolen picture; she takes the bond, reads it upside down, &c.*) Give up the picter too. Ye won't? Arrah, thin, sign this bond to me, or I'll take yees up for burglary. Sure, havn't I been poor long enough? Since me mistress died twenty long years ago, I've had niver a kind work. It's wash and scrub, and what wid kapin' me ould man here straight, a poor woman grows gray. I was listenin' widin and knows all. Sign here. (*Jones writes first.*) I, George O. Cheney, do hereby sign all my right, title and interest in the above bond to Mrs. Martin O'Rooney. (*Makes them all sign and Martin to make his mark. Then she demands the pic-*

ture. As they cannot give it, she drives the sheriff and police out L. Then Jones shows the picture he has saved. Bridget pulls out one like it.) **Bridget.** 'Tis the face av me mistress, she that died av the cholery twenty years ago! And here's her husban's too! God bless 'em! (*She seems overpowered as Adila examins them, exclaiming*): My father's, too! Oh! so it is! (*Carl opens his pocket-book at seeing these, and he has their portraits also. Recognition scene between brother and sister. Bridget hugs them both.*) **Biddy.** Oh! musha, alana. Jimmy, ye scamp, run for Judd's best coach. We'll all go home to the old home again. Oh! I'm longing for the old homestead again. (*Exit Jimmy L.*) Oh! it's Bridget (*waving the bond*) that's happy. It's Bridget has the gold an' lands—everything. Come on to the ould home! (*As all the others enter R. she tears the bond to pieces, as they sing "The Old Home."*

Curtain falls.

DUBUQUE, IOWA.

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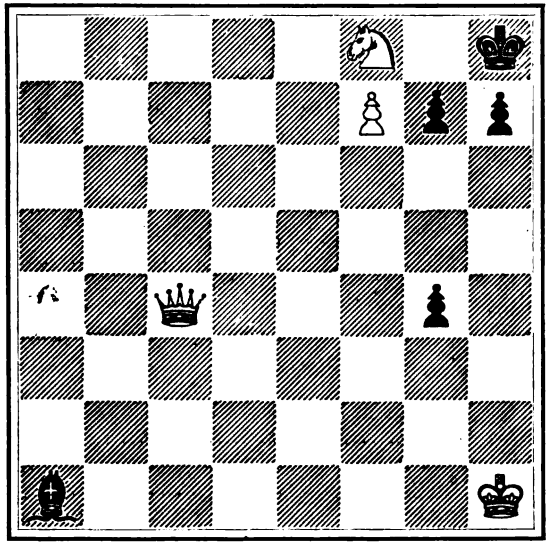

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LXXIII. MAY, 1876. NO. 73.

CHESS NOTATION.—We use in this Journal the American Notation or abbreviation, viz: K for king, roi, rex or koenig Q for queen, dame or regina; R for rook, castle, or tour; B for bishop, fou, laufer or alfiere; S for springer, knight, horse or cavalier; P for pawn, pedona, bauer or pion.

Conditions of the Match between Messrs. Blackburne and Steinitz.

[From the London Field.]

Messrs. BLACKBURNE and STEINITZ have agreed to play a chess match on the following conditions:—

1st. The stakes in the match shall be £60 a side, and either player who first scores seven games, exclusive of draws, shall be declared the victor, and be entitled to receive the stakes of both sides.

2d. Each player shall deposit his stake of £60 with Mr. J. H. Walsh, the chief editor of *The Field* newspaper, at least one day previous to the commencement of the match.

3d. The rooms of the West-end Chess Club, No.8, New Coventry street, W., shall be the place of meeting throughout the contest for the purpose of play.

The first game shall commence on Thursday, the 17th inst., at 2 p. m., and play shall proceed on every subsequent Saturday, Tuesday and Thursday, at the same time, until the conclusion of the match.

After four hours' play either party may claim an adjournment for an hour. After eight hours' play the game shall be adjourned to the next day, Sundays excepted.

4th. Each player shall be allowed two hours for making his first series of thirty moves, and an hour for every subsequent fifteen moves, and the time gained in each series of moves shall be counted to the credit of the next series. This time limit shall be regulated by sand glasses, and either player exceeding it by five minutes shall forfeit the game.

5th. The sand glass of a player who does not appear within half an hour of the time appointed for the commencement of a new game, or punctually in order to continue an adjourned game, shall be set running by the opponent, and the time thus wasted shall be counted as consumed by the absent player, who shall forfeit the game if his time limit be exceeded.

6th. The games shall be played in accordance with the laws of the British Chess Association, with the exception that if either player repeat the same move or series of moves six times in succession, the opponent may claim a drawn game.

GAME No. 650. (Ruy Lopez.)

(Contested at the West End Chess Club, London, Feb. 17th, 1876, being the first of the above match.)

Steinitz.	Blackburne.
1 P K 4	1 P K 4
2 S KB 3	2 S QB 3
3 B QS 5	3 P QR 3
4 B QR 4	4 S KB 3

5 P Q 3	5 P Q 3
6 P QB 3	6 B K 2
7 P KR 3	7 Castles
8 Q K 2	8 S K 1
9 P KS 4	9 P QS 4
10 B QB 2	10 B QS 2
11 QS Q 2	11 Q Q 2
12 QS KB 1	12 QS Q 1
13 QS K 3	13 QS K 3
14 QS KB 5 (1st h'r)	14 P KS 3
15 QS×B+	15 Q×S
16 B K 3	16 KS KS 2 (1st h'r)
17 Castles QR	17 P QB 4
18 P Q 4	18 KP×QP
19 P×P	19 P QB 5
20 P Q 5	20 S QB 2
21 Q Q 2	21 P QR 4
22 B Q 4	22 P KB 3
23 Q KR 6	23 P QS 5
24 P KS 5	24 P KB 4
25 B KB 6	25 Q KB 2
26 P×P	26 P×P
27 P KS 6	27 Q×KSP
28 B×S	28 Q×Q+
29 B×Q	29 R KB 3
30 KR KS 1+	30 R KS 3 (2d h'r)
31 B×KBP (2d h'r)	31 K KB 2
32 B×R+	32 P×B
33 S KS 5+	33 K KS 1
34 KR K 1	Resigns.

GAME No. 651. (Scotch Gambit.)

Blackburne.	Steinitz.
1 P K 4	1 P K 4
2 S KB 3	2 S QB 3
3 P Q 4	3 P×P

4 S × P	4 Q R 5
5 S S 5	5 B S 5+
6 B Q 2	6 Q × KP+
7 B K 2	7 K Q 1
8 Castles	8 B × B
9 Q × B	9 S B 3
10 QS B 3	10 Q K 4
11 KR K 1	11 P QR 3
12 S R 3	12 Q Q 5
13 Q S 5	13 R KS 1 (1st h'r)
14 QR Q 1	14 P R 3
15 Q S 3	15 Q K 4
16 Q R 4	16 Q KS 4
17 Q QB 4 (1st h'r)	17 S K 4
18 Q QS 4	18 S B 3
19 Q S 3	19 R B 1
20 S B 4	20 P S 4
21 B B 3	21 B S 2
22 S Q 5	22 R QS 1
23 Q R 3	23 R S 1
24 S K 5	24 S × S
25 Q K 7+	25 K B 1
26 R × S	26 S × S
27 Q × BP	27 Q Q 1
28 B × S	28 B × B
29 KR × B (2d h'r)	29 P Q 3
30 KR Q 3	30 Q K 1
31 Q Q 5	31 R B 1 (2d hour)
32 Q Q 4	32 R B 3
33 R K 3	33 Q B 3
34 QR K 1	34 K S 2
35 R QB 3	35 Q Q 2
36 KR K 3	36 QR KB 1
37 P KB 3	37 QR B 2
38 R K 8	38 Q B 3
39 P B 3	39 R B 4

40 KR K 7	40 R Q 4
41 Q KR 4 (3d h'r)	41 Q B 4+
42 K B 1	42 P S 4
43 Q K 4	43 R×R
44 Q×R	44 R Q 7
45 R K 2	45 R Q 8+
46 R K 1	46 Q B 5+
47 Q K 2	47 R×R+
48 K×R	48 Q×RP
49 Q K 4+	49 P Q 4
50 Q B 2	50 Q B 5
51 Q Q 2	51 P QR 4
52 P KS 3	52 P QS 5
53 P KB 4	53 P×KBP
54 P×KBP	54 P×P
55 P×P	55 P QR 5
56 K Q 1	56 P QR 6
57 K B 1	57 K QB 3
58 K S 1	58 Q QS 6+
59 K R 1	59 K Q 3
60 Q QB 1	60 K K 2
61 Q Q 2	61 K B 2
62 Q B 1	62 P B 4
63 Q Q 2	63 K B 3
64 Q QB 1	64 K B 4
65 Q Q 2	65 Q S 7+
66 Q×Q	66 P×P
67 K×P	67 K×P
Resigns.	

GAME NO. 652. (Kieseritzki Gambit.)

Steinitz.	Blackburne.
1 P K 4	1 P K 4
2 P KB 4	2 P×P
3 S B 3	3 P KS 4
4 P KR 4	4 P S 5

5 S K 5	5 S KB 3
6 B B 4	6 P Q 4
7 P×P	7 B S 2
8 P Q 4	8 Castles
9 B×P	9 S×P
10 B×S	10 Q×B
11 Castles	11 P, QB 4
12 S QB 3	12 Q×P+
13 Q×Q	13 P×Q
14 S Q 5	14 S B 3
15 S×S	15 P×S
16 S K 7+	16 K R 1
17 S×P	17 B S 2
18 S K 5	18 QR B 1
19 R B 2	19 B K 5 (1st h'r)
20 R Q 1 (1st hour)	20 P B 4
21 S Q 3	21 KR K 1
22 R K 2	22 K S 1
23 S K 1	23 K B 2
24 B S 3	24 R K 3
25 B B 2	25 B×BP
26 R×R	26 B×R
27 R Q 6	27 K K 2
28 R QR 6	28 R B 2
29 K B 1	29 R Q 2
30 R R 3 (2d hour)	30 K K 3
31 S Q 3	31 B B 1
32 R R 5	32 B B 7
33 K K 2	33 K B 3
34 R R 6+	34 K S 2
35 R×P	35 R×R
36 B×P+	36 K B 2
37 B×R	37 B Q 3
38 B K 3	38 K K 3
39 K Q 2	39 B×S
40 K×B	40 K Q 4

41 P QR 4	41 P KB 5
42 B KB 2	42 P KS 6
43 B KS 1	43 B QS 5
44 K K 2	44 B QR 4
45 K KB 3	45 K QB 5
46 K × P	46 B QB 2+
47 K KS 5	47 B Q 1+
48 K KS 4	48 B QB 2
49 B K 3	49 B K 4
50 P QR 5	50 K QS 4
51 P QS 4	51 B Q 3
52 B QB 5	52 B K 4
53 K KB 5	53 B QB 6
54 P KR 5	54 K QR 3 (3d h'r)
55 K K 6	

And after some more moves Black resigned. Duration 7 hours.

GAME NO. 653. (Scotch Gambit.)

Blackburne.	Steinitz.
1 P K 4	1 P K 4
2 S KB 3	2 S QB 3
3 P Q 4	3 P × P
4 S × P	4 Q R 5
5 S S 5	5 B+
6 B Q 2	6 Q × KP+
7 B K 2	7 K Q 1
8 Castles	8 B × B
9 Q × B	9 P QR 3
10 QS B 3	10 Q K 4
11 S QR 3	11 P QS 4
12 B B 3	12 KS K 2
13 QR Q 1	13 Q KB 4
14 KR K 1	14 R QS 1 (1st h'r)
15 Q K 2	15 P Q 3
16 S K 4 (1st hour)	16 B Q 2

17 Q K 3	17 P KB 3
18 P KS 4	18 Q S 3
19 S × QP	19 P × S
20 R × P	20 K B 2
21 B × S	21 S × B
22 Q KS 3	22 K B 1
23 KR Q 1	23 R S 2
24 Q S 2	24 S S 1
25 KR Q 4	25 P KR 4
26 Q Q 5	26 Q KS 4
27 Q × Q	27 P × Q
28 R KS 6	28 B × P
29 R × P	29 R K 1
30 K S 2 (2d hour)	30 QR KB 2
31 P R 3	31 B Q 2 (2d hour)
32 K S 3	32 R K 7
33 R × P	33 KR × KBP
34 R B 5+	34 S B 3
35 R Q 3	35 K B 2
36 S S 1	36 K S 3
37 R Q 5	37 S S 1
38 S Q 2	38 B B 3
39 S K 4	39 R K 7
40 S B 3	40 R × P
41 R Q 2	41 R × S
42 P × R	42 B × R
43 R × B	43 R QB 2
44 R Q 3	44 S B 3
45 K B 4	45 R B 2+
46 K K 4 (3d hour)	46 R B 7
47 P R 3	47 R QR 7
48 P B 4	48 P × P
49 R KS 3	49 R Q 7
50 R × P	50 R Q 5+
51 K B 5	51 P B 6
Resigns.	

GAME No. 654. (Vienna Opening.)

Steinitz.	Blackburne.
1 P K 4	1 P K 4
2 S QB 3	2 S KB 3
3 P KB 4	3 P Q 4
4 P Q 3	4 B QS 5
5 P×KP	5 S×KP
6 P×S	6 Q KR 5+
7 K K 2	7 B×S
8 P×B	8 B KS 5+
9 S KB 3	9 P×P
10 Q Q 4	10 B KR 4
11 K K 3	11 B×S
12 B QS 5+	12 P QB 3
13 P×B	13 P×B
14 Q×KP	14 Q KR 3+
15 K KB 2 (1st h'r)	15 Q QB 3
16 Q Q 4	16 S QR 3
17 B QR 3	17 P QS 5 (1st h'r)
18 B×P	18 S×B
19 Q×S	19 R QB 1
20 QR QS 1	20 P QS 3
21 R QS 3	21 R Q 1
22 R K 1	22 R Q 4
23 R K 4	23 Q R 3
24 P KR 4	24 P KS 4
25 P K 6	25 BP×P
26 Q R 4+	26 K K 2
27 Q×P+	27 R Q 2
28 Q×P	28 R QB 1 (2d h'r)
29 Q K 3	29 K B 2
30 R S 5	30 KR Q 1
31 R×P	31 R Q 7+
32 K S 3	32 QR Q 3
33 R B 4+ (2d h'r)	33 K K 2
34 Q K 5	34 QR Q 4

35 R S 7+	35 K K 1
36 Q KB 6	36 Q×Q
37 R×Q	37 KR Q 3
38 QR×RP	38 QR QB 4
39 KR S 6	39 K KB 1
40 P R 5	40 KR Q 4
41 R×P	41 R×RP
42 R×R	42 R×R
43 P R 4	43 R QB 4
44 R K 3	44 R QB 5
45 K KB 2	45 K KB 2
46 K K 2	46 K KB 3
47 K Q 3	47 R×RP
48 P QB 4	48 R R 8
49 P QB 5	49 R R 5
50 R K 4	50 R R 8
51 K QB 4	51 R R 5+
52 K Q 5	52 R R 6
53 P QB 6	Resigns.

GAME NO. 655. (Scotch Gambit.)

Blackburne.	Steinitz.
1 P K 4	1 P K 4
2 KS B 3	2 QS B 3
3 P Q 4	3 P×P
4 S×P	4 Q R 5
5 S S 5	5 B S 5+
6 B Q 2	6 Q×KP+
7 B K 2	7 K Q 1
8 Castles	8 B×B
9 Q×B	9 P QR 3
10 KS R 3	10 Q Q 5
11 Q S 5+	11 Q B 3
12 Q Q 2	12 Q×SP
13 S B 4	13 Q Q 5
14 Q B 1	14 KS K 2

15 QS Q 2	15 P Q 3
16 R Q 1	16 B K 3
17 Q R 3	17 S Q 4
18 S S 3 (1st hour)	18 Q QB 6
19 B B 1	19 KS S 5
20 S K 3	20 KR K 1 (1st h'r)
21 R Q 2	21 B×S
22 QR Q 1	22 R×S
23 P×R	23 S×QBP
24 Q B 1	24 Q×P+
25 K R 1	25 B QR 5
26 B QB 4	26 KS Q 5
27 QR K 1	27 Q B 5
28 QR B 1	28 Q R 3
29 Q S 2 (2d hour)	29 Q K 6
30 B×BP	30 B S 4
31 QR Q 1	31 S KB 4 (2d h'r)
32 P QR 4	32 S K 4
33 P×B	33 S×B
34 R K 2	34 Q R 3
35 Q S 3	35 P×P
36 P S 4	36 S Q 5
37 R×S	37 R R 8+
38 K S 2	38 Q B 3
39 QR K 4	39 S K 4
40 R KB 2	40 Q S 3
41 QR KB 4	41 P B 3
42 Q K 3	42 K B 2
43 P R 3	43 P R 4
44 R B 5	44 P×P
45 R S 5 (3d hour)	45 P×P+
46 K R 2	46 R QR 6
47 Q×S	47 P×Q
48 R×Q	48 P S 5 (3d hour)
49 R QS 2	49 P B 4
50 R KB 2	50 R Q 6

51 R B 2	51 P S 3
52 R K 6	52 P S 6
53 R QS 2	53 P B 5
54 R×KP	54 K B 3
55 R S 5	55 R Q 4
56 R×KSP	56 K B 4
57 K×P	57 K S 5
58 KR S 1	58 P S 4
59 R S 4 (4th hour)	59 R Q 7
60 R S 5	60 P S 7
61 K S 3	61 P B 6
62 K B 3	62 K B 5
63 QR S 1	63 K S 6
64 K K 3	64 R Q 1
65 KR KB 1	65 P B 7
66 K K 2	66 K R 7
Resigns.	

Duration of Game eight hours.

GAME No. 656. (Vienna Opening.)

Steinitz.	Blackburne.
1 P K 4	1 P K 4
2 S QB 3	2 B B 4
3 P KB 4	3 P Q 3
4 S B 3	4 S KB 3
5 B B 4	5 S B 3
6 P Q 3	6 P QR 3
7 P B 5	7 P KR 3
8 P KR 3	8 Q K 2
9 P QR 3	9 P QS 4
10 S Q 5	10 S×S
11 B×S	11 B S 2
12 P QS 4	12 B S 3
13 P QR 4	13 QR S 1 (1st h'r)
14 P QB 3	14 S Q 1
15 B S 3	15 P S 3

16 P S 4	16 P KR 4
17 KR B 1	17 KRP×P
18 KRP×P	18 KSP×P
19 KSP×P	19 P KB 3
20 Q K 2 (1st hour)	20 Q S 2
21 QB K 3	21 B×B
22 Q×B	22 Q R 3
23 Q×Q	23 R×Q
24 KR S 1	24 P Q 4
25 KP×P	25 K K 2
26 K KB 2	26 S KB 2
27 R S 7	27 QR KB 1 (2d h'r)
28 RP×P	28 K Q 3
29 P×P	29 B R 1
30 P R 7	30 B S 2
31 R×S	31 R×R
32 R QR 6+	32 K Q 2
33 B R 4+	33 K K 2
34 R K 6+	34 K B 1
35 B B 6	35 B R 1
36 R K 8+	36 K S 2
37 R×B	Resigns.

Chess in Mexico.

The five following games are a continuation of the match between the two leading chess players of our sister republic. See JOURNAL No. 71, page 118.

GAME No. 657. (Philidor's Defence.)

Vasquez.	Equiluz.
1 P K 4	1 P K 4
2 S KB 3	2 P Q 3
3 P Q 4	3 S QB 3 (*a*)
4 B QS 5	4 B Q 2
5 Castles.	5 Q K 2 (*b*)

6 S QB 3	6 Castles.
7 P Q 5	7 S S 1
8 B K 3	8 P QR 3 (*c*)
9 B QB 4	9 P KB 4
10 P QS 4	10 P KR 3
11 P S 5	11 P B 5
12 P×P	12 P×B
13 P R 7	13 P×P+
14 R×P	14 S R 3
15 B×S (*d*)	15 P×B
16 Q S 1 (*e*)	16 B KS 5
17 P R 8 (Claims B) (*f*)	17 R K 1 (*g*)
18 B B 6	18 B Q 2
19 Q S 7+	19 K Q 1
20 Q R 8+	20 B B 1
21 R S 1	21 Q B 2
22 R S 8	22 S K 2
23 S×P	23 Resigns.

a] The best is PxP, followed by S QB 3.

b] A very inferior move, leading to a cramped position. PxP is the only good move.

c] P QS 3 seems better.

d] According to the rules of chess in Mexico if White pushed the P to R 8, he could only claim a B, which is the only piece he has lost.

e] White has now an overwhelming attack.

f] Why not

17	18	19	20	21
Q S 8 ch	R QS 1	QxR ch	R S 8	P R 8(Q)
K Q 2	if Q K 1	QxQ	Q K 2	——

winning off hand.

g] Black cannot save it, for if

17	18	19	20	21
——	PxP e. p.	Q S 6	S Q 5	B S 7 ch
P QB 4	B K 3	B QB 5	Q KB 2	K S 1

matesin two.

17	18	19	20	21
———	PxP e. p.	B S 7 ch	BxP ch	B S 7 ch
P QB 4	Q QR 2!	K S 1	K R 1	K S 1

22 S Q 5 R B 1, 23 KS Q 4 ———, followed by KS QS 5, winning easily.

GAME No. 658. (Musio Gambit.)

Equiluz.	Vasquez.
1 P K 4	1 P K 4
2 P KB 4	2 P×P
3 S KB 3	3 P KS 4
4 P Q 4 (*a*)	4 P S 5
5 B QB 4	5 P×S
6 Q×P	6 Q B 3 (*b*)
7 QB×KBP (*c*)	7 B R 3
8 QB×QBP (*d*)	8 Q×Q
9 P×Q	9 B B 8 (*e*)
10 S QB 3 (*f*)	10 B×P
11 S S 5 (*g*)	11 R×R
12 K Q 2	12 B×P
13 S×B	13 S QR 3
14 B Q 6	14 S K 2
15 S S 5	15 R KS 1
16 B KB 4	16 R S 7+
17 K K 3	17 S S 3
18 S Q 6+	18 K K 2
19 S B 5+	19 K B 3
20 B R 6	20 S K 4
21 B S 3	21 S B 4
22 R Q 1	22 P Q 4
23 R×P	23 B×S
24 R×QS	24 B K 3
25 P KR 4	25 B×B
26 RP×B	26 R K 1
27 B S 5+	27 K S 3

28 P KB 4	28 P B 3
29 P B 5+	29 K S 2
30 R B 7+	30 S KB 2
31 B B 4	31 R S 8
32 R×P	32 KR K 8+
33 K B 3	33 KR×P
34 R×P	34 KR K 2
35 R R 4	35 S K 4+
36 K S 3	36 KR QB 2
37 P B 4	37 KR QS 2
38 R R 3	38 QR QS 1
Resigns.	

a] This continuation is not so strong as 4 B QB 4 P S 5, 5 Castles, etc.,

b] Not so good as P Q 4—

7	8	9	10	11
BxQP	Castles	PxS	R K 1 ch	P QB 3
S KB 3	SxB	B S 2	K B 1	QB KB 4

better game.

c] The best is P K 5 and White will castle with the better game. The text move gives White a lost game.

d] The best move is undoubtedly

8	9	8	9
R KB 1	BxKBP ch	if ——	QxQ
if QxQP	——	QxB	BxQ

10	11	12	13	14
RxB	R B 6	R B 4	P KR 3	R B 6
if S KR 3	S S 5	P Q 3	S KR 3	——

wins the P.

e] Well played; winning two pawns, at the least.

f] We would prefer 10 S Q 2 BxP, 11 R Q 1 BxP, 12 S S 3 —— and White has all his pieces in play, while Black's game is undeveloped.

g] For a brilliant and stubborn contest against a superior force, we commend the reader to White's game from this to the end.

GAME No. 659. (Scotch Gambit.)

Vasquez.	Equiluz.
1 P K 4	1 P K 4
2 S KB 3	2 S QB 3
3 P Q 4	3 P×P
4 B QB 4 (*a*)	4 Q K 2 (*b*)
5 Castles.	5 P Q 3
6 P B 3	6 B S 5
7 B QS 5	7 Castles (*c*)
8 B×S	8 P×B
9 P × P	9 Q×P
10 QS Q 2	10 Q Q 4 (*d*)
11 Q R 4	11 K Q 2 (*e*)
12 P KR 3	12 B R 4 (*f*)
13 R K 1	13 S K 2 (*g*)
14 S K 5+	14 K B 1 (*h*)
15 S Q 3 (*i*)	15 Q QS 4 (*j*)
16 Q×Q	16 P×Q
17 P QR 4	17 P QR 3
18 P×P	18 P×P
19 R QR 5	19 P QB 3
20 S QS 3	20 S Q 4 (*k*)
21 B Q 2	21 B S 3
22 S KB 4	22 S×S
23 B×S	23 P KB 3 (*l*)
24 R QR 7	24 R Q 2
25 R R 8+	25 K B 2
26 KR R 1	26 B B 4
27 S B 5	27 R K 2 (*m*)
28 KR R 7+	28 K S 3
29 R×R	29 B×R
30 R×R	30 P×S
31 R K 8	31 P×P

32 R×B, and it seems White ought to win, but Black by the skillful play of his pawns soon forced the game to a draw.

a] The players consider SxP the strongest continuation.

b] In a former game the same player tried B K 2. Neither of these are good. The only safe moves at this point are B QB 4 and S KB 3.

c] Black castles on the wrong side. His game is cramped and undeveloped, and very weak on the Q's side.

d] A good time to play BxS.

e] This seems weak and needlessly timid. We would have played BxS 12 SxB (best) K S 2, followed by Q QS 4 and R Q S 1, according to emergencies.

f] The B would have been more useful at K 3.

g] Should have played R QR 1, R K 1, B K 2, S KB 3 or BxS, almost anything but the text. BxS followed by R QR 1 would have been our choice.

h] If PxS 15 RxP Q Q 3 16 S QB 4 Q KS 3 [best] 17 R KS 5 Q B 3 18 S K 5 ch K K 1 19 RxB.

i] Not so forcible apparently as 15 Q R 6 ch K QS 1 16 R K 3 ——— requiring the most careful play by Black to save immediate defeat.

j] B S 3 is good.

k] K QS 2 followed by R Q 1, exchanging Rooks, is a better play than permitting White to double Rooks on Q R file.

l] Too slow. B B 4 seems better. The advance of this P ultimately lost Black a piece.

m] The best move, for if 27—— P KS 4 28 KR R 7 ch K S 3 29 SxR ch BxS 30 B K 3 ch P QB 4 31 RxQB B S 2 32 RxR BxR 33 RxRP ———.

GAME No. 660. (Musio Gambit.)

Esquiluz.	Vasquez.
1 P K 4	1 P K 4
2 P KB 4	2 P×P
3 S KB 3	3 P KS 4
4 B B 4	4 P S 5
5 Castles	5 P×S

6 Q×P	6 Q B 3
7 P K 5	7 Q×P
8 P Q 3	8 B R 3
9 B Q 2	9 S K 2
10 S B 3	10 P QB 3 (*a*)
11 KR K 1 (*b*)	11 Q QB 4+
12 K R 1	12 P Q 4
13 Q R 5	13 Q Q 3
14 B×QP	14 P×B
15 S×P	15 QS B 3
16 R×S+ (*c*)	16 S×R
17 B S 4 (*d*)	17 Q×S
18 Q×B	18 B K 3
19 Q B 6	19 S S 3
20 R K 1	20 R Q 1
21 P B 4	21 Q B 3 (*e*)
22 P Q 4	22 Q×BP
23 P QR 3	23 R×P
24 P KR 4	24 P B 6 (*f*)
25 P KS 3	25 R×P+
26 P×R	26 Q×P+
27 Q×Q	27 S×Q
28 R KB 1	28 B R 6
29 R B 2	29 B S 7+
30 K R 2	30 R S 1
31 B B 3	31 S B 4
32 B K 5	32 R S 4
Resigns. (*g*)	

a] Up to this point both attack and defence are best according to the chief authorities; QS B 3 is the strongest move here.

b] Quite wrong; QR K 1 is the correct move.

c] On the supposition that White had played 11 QR K 1; the best continuation now is—

16	17	18	20
B QB 3	BxR	SxS ch	QxP
B Q 2 [best]	Castles	SxS	RxB

20	21	22	23
RxS	Q K 6 ch	RxQ	P KR 4
B QB 3	QxQ	B KS 4	KBxP
24	25	26	27
RxP	R KS 4	R QB 4 ch	R K 8
B KS 6	B Q 2	K Q 1	

and the game is about even.

d] R K 1 is the best, winning a piece, but in any event the force of the attack is already spent.

e] QxQP would lose B and Q for R.

f] P KR 4 seems a natural and safe play, but Black forces the game in brilliant style.

g] White has no further resource, for if 33 R Q 2 mates in three, if 33 K S 1 [best] R R 4. 34 B R 2 S S 6, R Q 2 S K 7 ch wins the B.

GAME No. 661. (Sicilian Defence.)

Vasquez.	Equiluz.
1 P K 4	1 P QB 4
2 P Q 4	2 P×P
3 S KB 3	3 P K 4
4 B QB 4	4 B K 2 (*a*)
5 Castles	5 P Q 3
6 P QB 3	6 P×P
7 QS×P	7 S KB 3
8 B KS 5 (*b*)	8 Castles.
9 B×S	9 B×B
10 S Q 5	10 B K 3
11 Q S 3	11 P QS 3
12 QR Q 1	12 B K 2 (*c*)
13 S×KP (*d*)	13 P×S
14 S B 6+	14 B×S
15 R×Q	15 R×R
16 B×B	16 P×B
17 Q×P+	17 K B 1 (*e*)
18 P B 4 (*f*)	18 R K 1

19 Q Q 5	19 S R 3
20 P×P	20 QR Q 1
21 Q S 5	21 S B 2
22 Q S 4+	22 K S 1
23 P×B	23 P×P
24 Q B 4+	24 S K 3
25 R×R	25 R Q 3
26 P K 5	Resigns.

a] To prevent S KS 5.

b] 8 Q S 3 Castles 9 S KS 5 Q K 1 19 P KB 4—— with a strong attack.

c] Our choice would be S Q 2 here. If 13 SxB ch QxS, if 14 RxP BxB 15 QxB QxR if 15 RxQ BxQ 16 PxB SxR if 16 R K 6 B K 3, Black wins.

d] Brilliant, though its soundness may be doubted.

e] This move loses the game. Black has more than an equivalent for the lost Q. He should have moved K R 1, followed by S Q 2, when we would have preferred Black's game.

f] Admirable! From this point White's blows are all of the trip-hammer kind; not one out of place or ill-timed.

Chess in London.

GAME No. 662. (Muzio Gambit.)

A "drawing room skirmish" played some time ago between Mr. Howard Taylor and an amateur, at a chess party given by Mr. John Gunn, the secretary of the Norwich Chess Club, in honor of Mr. Boden, who was at that time a guest in Norwich. As will be seen, Mr. Taylor's opponent played the middle part very much like a drawing-room amateur, but the game is nevertheless interesting on account of the fine complications which arise at the finish.

I. O. H. Taylor.	Amateur.
1 P K 4	1 P K 4
2 P KB 4	2 P×P
3 KS B 3	3 P KS 4
4 B QB 4	4 P S 5
5 Castles	5 P×S
6 Q×P	6 Q KB 3
7 P K 5	7 Q×P
8 P Q 3	8 B KR 3
9 B Q 2	9 S K 2
10 QS QB 3	10 Q KB 4
11 QR K 1	11 P Q 4 (*a*)
12 R×S+(*b*)	12 K×R
13 S×P+	13 K Q 3
14 B QS 4+	14 P QB 4
15 B×P+(*c*)	15 K×B
16 P Q 4+	16 K×B (*d*)
17 Q QS 3+	17 K×P
18 R Q 1+	18 K QB 4 (*e*)

White mated in three moves (*f*)

a] So far it is all book, with a slight transposition of moves. It is more customary to play on the 10th move QS B 3, and then to retreat the Q KB 4 on the opponent's attacking her. Black might have here brought about the identical position of the best defence of this form of the Muzio by now playing the QS to B 3, but he prefers here a rejoinder more conventional to the drawing-room style.

b] The repartee is more polite than true. The straightforward answer would have been SxP, which would have soon silenced controversy; but White evidently wishes to shine in argument, and adopts a paradox, which might have been easily refuted if the adversary on the next move had played K Q 1.

c] White has now, through the opponent's neglect, obtained a good case, though it was originally based on an unsound combination, and he now wields his advan-

tage in a manner which does not lose in the least its force, though he combines it with uncommon brilliancy.

d] Had the K taken the P, mate would have followed thus: 16 ——— KxP, 17 Q B 3 ch K B 4 [best], 18 B S 3 dis ch K Q 3; if K S 4, then follows 19 Q B 4 ch and mate next move. 19 Q B 7 ch K K 3 20 Q K 7 mate.

e] His best move was now to play K K 4, and afterwards to interpose the Q K 5 in answer to R K 1 ch, and then Black had quite sufficient compensation for the loss of his Q. Had he now played the K K 5, White would have given the ensuing beautiful mate, e. g.:

18	19	20	21	22
———	Q B 4 ch	Q Q B 7 ch	S B 3 ch	Q K 5 ch
K K 5	K K 4	K K 5 [best]	K K 6	Q x Q

23 R Q 3 mate.

f] The mate was evidently effected thus: 19 Q S 4 ch K moves 20 S K 7 ch K moves 21 Q Q 6 mate.—[London Field.

Cleveland vs. Youngstown.

The Youngstown Club lately challenged Cleveland to a match by telegraph, the three following games were the result.

GAME No. 663. (K S Gambit.)

Cleveland.	Youngstown.
1 P K 4	1 P K 4
2 P K B 4	2 P x P
3 S K B 3	3 P K S 4
4 B Q B 4	4 B S 2
5 P Q 4 (*a*)	5 P K R 3 (*b*)
6 P K R 4	6 P S 5 (*c*)
7 S K 5	7 B x S
8 P x B	8 P K R 4
9 Q B x P (*d*)	9 Q K 2

10 S B 3 !	10 P QB 3
11 Q Q 6 (*e*)	11 P QS 4
12 B QS 3	12 S QR 3
13 Castles	13 Q×Q
14 P×Q	14 R R 2 (*f*)
15 B K 3 (*g*)	15 B S 2
16 R B 5	16 Castles QR
17 B×KBP	17 R B 1 (*h*)
18 QR KB 1	18 B R 1 (*i*)
19 B KS 6 (*j*)	19 R×R
20 R×R	20 R S 2
21 R+	21 K S 2
22 B B 7	22 P QS 5
23 S R 4	23 S B 3
24 B Q 4	24 R×B
25 R×R	25 S×P
26 R×P+	26 K B 1
27 R×P	Resigns.

(a) Morphy is said to have preferred 5 Castles and 6 P QB 3.

(b) We should have preferred P Q 3.

(c) P Q 3 seems the only good move.

(d) White's position seems preferable now. Black have a cramped game by reason of their neglect to advance QP at the proper time.

(e) The excellence of this is equalled by its commanding boldness. If Black exchange Queens their QP is effectually stopped, their Q's pieces caged, while White's game is fully developed.

(f) Necessary to guard against White playing BxP ch, followed, if KxB, by B K 5 ch, winning exchange.

(g) For the double purpose of keeping the Black QS out of the game and opening file for doubling of Rooks.

(h) Their position is such they have no good move, but we consider this a bad one, preferring S KB 3.

(i) Seemingly a queer move, but really forced to prevent White from winning the two Rooks and KS for a R, by playing BxS. Black now comprehend the weakness of their 17th move.

(j) This seems designed to force exchange of Rooks, but would not BxKRP accomplish the same purpose and be more decisive? BxKRP if R K 1 to avoid exchange—

20	21	22	32	24
B K S 5	BxR	RxR	S B 6	R B 8
RxB	RxR	S KR 3	S KS 1	———

winning the S.

GAME No. 664. (K B opening.)

Youngstown.	Cleveland.
1 P K 4	1 P K 4
2 B B 4	2 S KB 3
3 P Q 3	3 B B 4
4 S KB 3	4 P Q 3
5 P KR 3 (*a*)	5 B K 3
6 B S 3	6 S QB 3
7 P QB 3	7 B S 3
8 Castles	8 Q Q 2 (*b*)
9 K R 2 (*c*)	9 S K 2
10 B B 2	10 Castles Q R
11 P Q 4	11 P×P
12 P×P	12 P Q 4
13 P K 5	13 S K 5
14 S QB 3	14 P KB 4
15 S QR 4	15 P KR 3
16 S×B	16 RP×S
17 S R 4 (*d*)	17 P KS 4
18 P KB 3	18 P×S
19 P×S	19 BP×P (*e*)
20 B K 3	20 S B 4
21 B B 2	21 QR S 1
22 KR S 1	22 R S 3
23 P QR 4 (*f*)	23 KR S 1
24 P R 5	24 P S 4
25 P R 6	25 P S 3
26 P R 7	26 K S 2
27 P R 8 (*g*)	27 R×Q

28 R×R	28 K×R
29 Q K 1	29 K S 2 (*g*)
30 B×KRP	30 S×P (*h*)
31 B×P ! !	31 B B 4 (*i*)
32 B×B	32 S×B (*j*)
33 B B 6	33 S S 6 (*k*)
34 P K 6	34 Q K 1
35 Q K 5 !	35 P B 3
36 P K 7	36 S K 5
37 R KB 1	37 R×B (best)
38 R×R	38 S×R
39 Q×S	39 K B 2
40 Q K 6 (*l*)	40 P B 4
41 K S 1	41 P B 5
42 K B 2	42 P Q 5
43 K K 2	43 P B 6
44 P QS 4	44 Q KR 4+
45 P S 4	45 P Q 6+
46 K×P	Resigns.

a] Staunton prefers P QB 3.

b] Intending a counter attack on the K's side.

c] They must apparently have feared BxKRP.

d] A weak continuation. Better Q Q 3 and advance QRP.

e] White lose a P and position by this exchange.

f] To avoid the consequences of Black's playing Q S 2 with a strong attack. White should have advanced the P sooner.

g] The necessity of this is not apparent. The Cleveland players attribute the loss of the game to this move. Think we would have tried Q K 2 and advanced the pawns on the Q's side, bringing all Black's forces to their support, with a winning game in our opinion.

h] This does not turn out well, owing to White's splendid reply, which was evidently overlooked. They would have done better to capture B, then P QB 4.

i] The B was worth more to Black than the S. Would have played S B 4. In any contingency following this move, we would prefer Black's game. If 32 B Q 3 SxB 33 QxS best B B 4.

j] If QxB [best] we cannot see why White ought to win.

k] We don't understand it. Why not S S 2 and make the S immediately useful? or, otherwise, Q K 3 and stop the P?

l] If Q B 8, K Q 2 and Black win or draw.

GAME No. 665. (Kieseritzki Gambit.)

Cleveland.	Youngstown.
1 P K 4	1 P K 4
2 P KB 4	2 P×P
3 S KB 3	3 P KS 4
4 P KR 4	4 P S 5
5 S K 5	5 P KR 4 (*a*)
6 B B 4	6 S KR 3 (*b*)
7 P Q 4	7 P Q 3
8 S Q 3	8 P B 6
9 P×P	9 B K 2
10 B KB 4 (*c*)	10 B×RP+
11 K Q 2	11 P×P
12 Q×P	12 B KS 5 (*d*)
13 Q K 3	13 S S 1
14 S B 3	14 S Q 2 (*e*)
15 P K 5 !	15 P Q 4
16 S×P	16 B K 3 (*f*)
17 R×B !	17 B×S
18 B KS 5	18 S K 2
19 B×B	19 S×B
20 Q S 3	20 S K 2
21 R KB 1	21 S KB 1
22 Q B 2	22 Q Q 4
23 B×S	23 R KS 1 (*g*)

24 S S 4 !	24 Q K 3
25 B × S	25 R × B
26 Q B 6	26 Q × Q
27 R × Q	27 Castles
28 P QB 3	28 P QB 4
29 S B 2	29 P QR 4
30 R × RP	Resigns.

a] This, the old classical defense, is now generally admitted to be inferior to B S 2, a move invented by Paulsen.

b] The Handbuch gives R R 2 as Black's best move, other good authorities concurring.

c] B K 3 [best]. Some prefer B KS 5.

d] Taking into consideration the location of White's Q B, we think Black might now go B K 3 with advantage to their game.

e] Would still try B K 3.

f] P QB 3 [best] 17 S QB 3 [best] S QS 3 18 B QS 3 B K 3 with a fair game. The text move, with White's splendid rejoinder, decides the game.

g] Intending to follow with R KS 7. If KxB, White wins the exchange. There is little choice of moves.

GAME No. 666. (Philidor's Defence.)

(Contested in Charleston, S. C,)

M. B. Paine.	Amateur.
1 P K 4	1 P K 4
2 S KB 3	2 P Q 3
3 P Q 4	3 B KS 5
4 P × P	4 B × S
5 Q × B	5 P × P
6 B QB 4	6 Q K 2 (*a*)
7 Q QS 3	7 P QS 3
8 Castles	8 S Q 2
9 R Q 1	9 S QB 4
10 Q S 5+ (*b*)	10 S Q 2

11 S QB 3	11 S KR 3 (*c*)
12 S Q 5 (*d*)	12 Q QB 4
13 QB×S	13 Q×Q
14 B×Q	14 Castles
15 B K 3	15 B B 4
16 B×B	16 S×B
17 P QS 4	17 S×P
18 S K 7+	18 K S 2
19 B B 6+	Resigns.

a] A weak move, shutting in the Bishop and cramping Black's position. Q Q 2 or Q B 3 was much better.

b] Hastily played; B S 5 ch wins easily.

c] Making a bad matter worse; S B 3 was more promising.

d] White might also have won by Q B 6, followed by S Q 5.

GAME No. 667. (K B Opening.)

G. A. Nourse.	A. Ortman.
1 P K 4	1 P K 4
2 B QB 4	2 S KB 3
3 S QB 3	3 B QB 4
4 S KB 3	4 P Q 3
5 S KS 5	5 Castles
6 P KR 3	6 P KR 3
7 B×KBP+(*a*)	7 R×B
8 S×R	8 K×S
9 S Q 5 (*b*)	9 S×KP !
10 Q KB 3+	10 S KB 3
11 Castles	11 S QB 3 (*c*)
12 P QB 3	12 P K 5 (*d*)
13 Q KB 4	13 B Q 2 (*e*)
14 S×S (*f*)	14 Q×S
15 Q×P (*g*)	15 R K 1 !
16 Q QB 2	16 R K 7 !
17 Q QS 3+(*h*)	17 QB K 3

18 Q×QSP (*i*)	18 R×KBP !
19 R×R	19 Q×R+
20 K R 2	20 Q KS 8+
21 K KS 3	21 B KB 7+
22 K B 3	22 QB Q 4+
23 K K 2	23 Q K 8+
24 K Q 3	24 Q K 5±

a] A sacrifice which is quite unsound.

b] Such an attack could amount to nothing while his game was so poorly developed.

c] Would prefer P QB 3, followed by P Q 4.

d] Setting a trap.

e] The B is played here in order to bring the R into play, if Springers are exchanged and the P captured.

f] What Black hoped for. Should have played P Q 4 followed by B K 3 and QR Q 1.

g] Black's strategy is entirely successful.

h] Quite useless and weak. Q Q 1 is the only good move.

i] The Q was needed at home.

Solutions to Regular Problems.

1176 Turn the board around.

1177 S to B 6, one-half his legitimate move.

1178 B Q 6 1179 R QR 3 1180 Q KS 7

1181 R×P; there should be a White P at Q R 6

1182 R K 5 1183 1 Q KR 1 or 1 K Q 7

1184 K B 5 1185 Q×QP 1186 Q KS 4+

1187 1 Q KR 2 or 1 S K 5 or 1 Q KS 2+ There should be a White P on Q B 6

1188 1 B QS 6	1 P Q 6
2 B KB 2	2 K×BP
3 B KR 4±	

1189	1 B QB 6	K×B	2 P Q 8 (Q)
	———	K QS 1	P Q 8 (Q)
	———	K Q 3	P Q 8 (Q)
1190	1 Q×S	R×Q	2 P Q 5
	———	S×S	K KS 7
1191	1 B KR 1	K×S	2 S K 3 dis+
1192	1 Q QB 1	K×R	2 B×S
	———	K K 2	B×S+
	———	S×B	R×P+
	———	P Q 6	B×S+
	———	B moves	B×S
1193	1 R QR 2	S K 2	2 Q×P+
	———	K K 2	S×BP+

1194 In two moves by 1 P×S (Q) 2 B±

1194 1 R KR 1 or 1 B K 7+ etc.

1196 1 Q QB 3, but if Black answer R QB 1, there is no ±

1197	1 P QS 4	1 R×B
	2 P KB 6	2 R×S+
	3 S×R	3 P moves.
	4 S mates.	
1198	1 Q×Q	1 B×Q
	2 B×B+	2 R×B
	3 S KB 5	3 R×S
	4 P×R	4 P K 5
	5 S QS 5±	
1199	1 S K 5+	1 K KB 4
	2 P KS 4+	2 P×P
	3 R KB 4 +	3 K×R
	4 S KS 6+	4 K KB 4
	5 S KR 4	5 K KB 5
	6 B KS 2	6 S S 6±

1200 In four moves, thus:—

1 R×QSP+	1 K K 1

	2 R K 7+	2 K B 1
	3 R K 6+	3 R Q B 4
	4 Q × K S P +	4 Q × Q ±
1201	1 B Q S 7	7 B S 2+
	2 B B 6+	8 R B 7+
	3 R B 7+	9 Q K 6+
	4 B B 6+	10 R B 8+
	5 R × S+	11 K R 3
	6 B S 7+	——S mates.

1202 1 P K 4 1203 1 Q Q 7

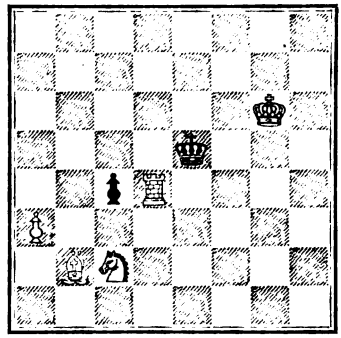
Our Solution List now stands:

1	F. M. Teed of New York	110	Problems.
2	L. W. Davis of Wisconsin	109	"
3	Louis Boisot of Iowa	109	"
4	H. A. Merrill of Maine	107	"
5	F. W. Martindale, of New York	93	"
6	L. T. Brown of New Jersey	73	"
7	A. Ortman of Minnesota	71	"
8	Geo. W. Taylor, of Massachusetts	64	"
9	G. H. Thornton of New York	64	"
10	J. B. McKim, of Ohio	62	"
11	Frank Norton, of Iowa	53	"
12	J. G. White, of Ohio	51	"
13	Charles Benbow, of New Zealand	50	"
14	Regis Chauvenet, of Missouri	36	"
15	R. L. C. White, of Tennessee	35	"
16	W. H. Lyons, of Ohio	29	"
17	F. W. C. Crane, of New Jersey	29	"
18	R. H. Seymour, of New Jersey	25	"
19	Dr. A. E. Johnson, of Minnesota	24	"
20	C. H. Wheeler of Illinois	23	"

21	Richard Lacy, of Rhode Island....	22	"
22	Frank B. Walker, of Ohio.....	21	"
23	T. D. S. Moore, of Canada.....	19	"
24	P. G. Toepfer, of Wisconsin.....	18	"
25	J. A. Schmidt, of Kansas.....	16	"
26	W. H. Russell, of Missouri.....	8	"
27	I. E. Orchard, of South Carolina..	8	"
28	Julius Stein, of New Jersey.....	8	"
29	E. R. Blanchard, of New York.....	1	"

☞The solution prize for this month is hereby awarded to Mr. F. M. Teed, of New York City. His score is now cancelled, and the others remain to be added to the solutions in the next number.

Problem No. 1325. By Wm. A. Ballantine.



White to play and mate in four moves.

New Chess Column.

B. M. Neill, the distinguished player and problematist of Philadelphia, has resumed his Chess Column in the spicy *Danbury News;* making this paper in

the East and the *Detroit Free Press* in the West, the unrivaled pleasure papers of our land.

Communication:

ELIZABETH, N. J., April 12th, '76

Friend Brownson:—

While duly appreciating your flattering invitation to superintend the problem department of the *Chess Journal*, I am forcibly reminded of the awakening thoughts and vagaries that flitted through the brain of poor Rip Van Winkle, as now for the first time in half a score of years I return to the chess-world, and gaze like a stranger upon the array of new aspirants who have come to the front while the old fogies have been napping.

I have not yet had time to dust my old chess-board, nor to glue on the heads which the little members of my family have broken from the chess pieces; so before entering the lists again as a composer and attempting anything new, I ask permission to square old accounts, and show where I left off by reproducing (as Problem No. 4) the last one I attempted, and I believe the only one composed since the publication of American Chess-Nuts. Glancing briefly at your contributions submitted to me I find * * * * which must be sent to the house of correction. The others I submit to your readers to unravel the many pretty points and difficulties which they contain.

The combination conditional problem, I think it well to give as a joke on our old-time friend, the Dr.

for although R. H. may seymour and the Dr. may C. Moore still, yet there is room to see more than one way of solving it in several moves less than the given solution.

Hoping to hear from all of my old friends, and others who may have original and new features to present for the next number.

I remain,

fraternally yours,

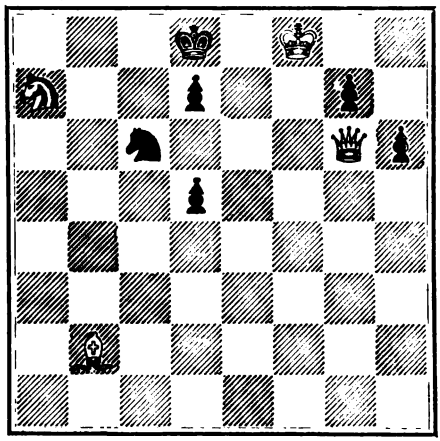
SAMUEL LOYD.

PROBLEM DEPARTMENT.

All communications for this department should be directed to SAMUEL LOYD, P. O. Box 754, Elizabeth, New Jersey.

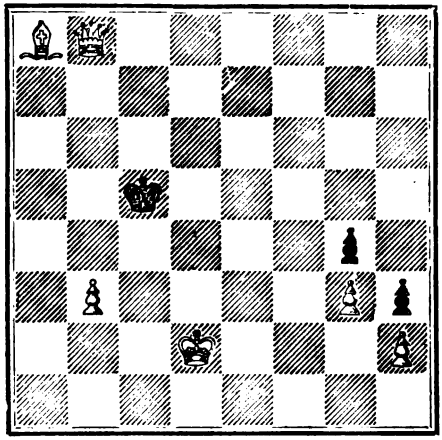
Problem No. 1. By R. H. Seymour.

(Improved by F. W. Martindale.)



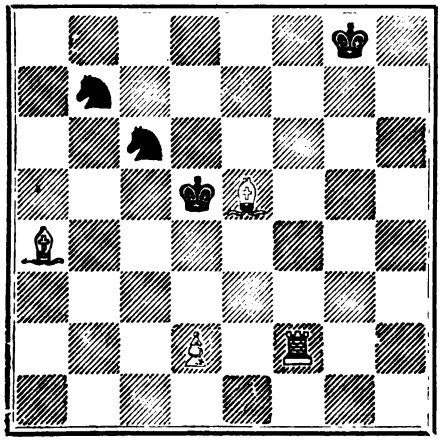
White to play and mate in two moves.

2. By R. H. Seymour and Dr. C. C. Moore.



White to play and mate in two moves.

Problem No. 3. By I. S. Loyd, Jr.

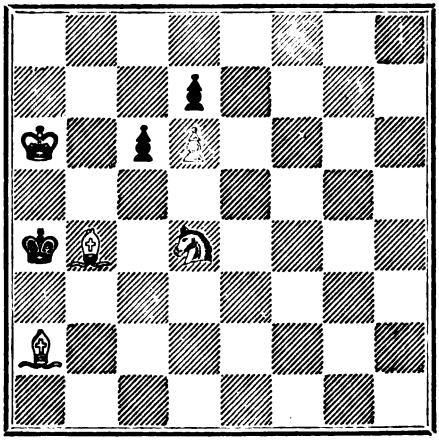


White to play and mate in three moves.

Problem No. 4. By Samuel Loyd.

White to play and mate in three moves.

Problem No. 5. By Wm. A. Ballantine.



White to play and mate in four moves.

Problem No. 6. By Wm. A. Ballantine.

White to play and mate in four moves.

Problem No. 7. By F. W. Martindale.

White to play and mate in four moves.

Problem No. 8. By G. Breitenfeld.

White to play and mate in four moves.

9. By R. H. Seymour and Dr. C. C. Moore.

White to play and Queen each pawn, mating with the move of the last Queening Pawn. The Queens not to be moved.

FINIS CORONAT OPUS.

Omnes Mortales Sumus. On the 14th of April, this CHESS JOURNAL, together with the type, books, magazines and all other property belonging to the Dubuque CHESS JOURNAL establishment, was sold to W. H. Russell and W. S. Hallock, of Hannibal, Missouri, who will hereafter continue the CHESS JOURNAL, with such improvements as may, from time to time, be possible. All CHESS JOURNAL business, including liabilities for books, magazines and subscriptions to be filled, as well as all credits and sums due the CHESS JOURNAL are to be settled for with the new firm, and all communications in any way connected with the CHESS JOURNAL are to be directed to them, *except* communications for the Problem Department, which are to be sent to Samuel Loyd, P. O. Box 754, Elizabeth, New Jersey.

We have only to add, in parting from our many chess friends, that ten years of labor as chess editor have endeared to our heart, "Remember the good we have said and done, forget the bad."

Leaving the CHESS JOURNAL in the hands of very capable, enthusiastic, energetic and well known chessers, I now resign the game and await the final mate, that gray hairs and increasing weight of years have long threatened.

O. A. BROWNSON, JR.

THE CHESS JOURNAL.

LXXIV. FEBRUARY, 1877. · NO. 74.

Problem No. 1336. By Dr. S. Gold.

(From the Vienna Salonblatt.)

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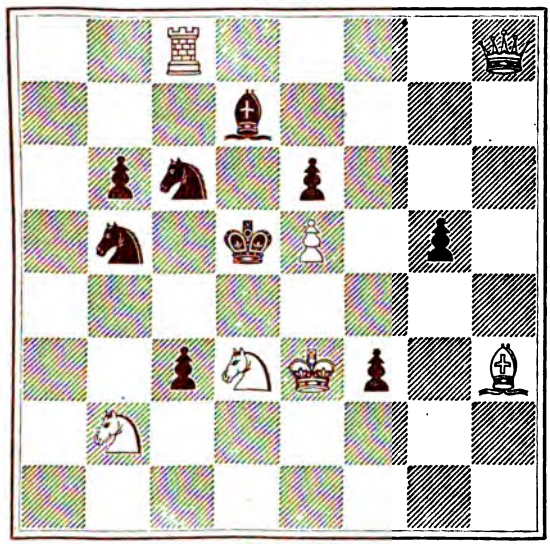

WHITE.

White to play and mate in three moves.

PUBLISHED BY

O. A. BROWNSON.

DUBUQUE, IOWA.

NEW YORK: P. J. DOYLE, 1½ SECOND AVENUE.

PRICE 25 CENTS.

Welcome.

INSCRIBED TO PROF. BROWNSON.

The Knight whom once the clash of arms hath stirred,
Sooner or later seeks again the fray:
So, though your coming was too long deferred,
You come at last—you could not keep away!

Welcome! we knew your shield upon the wall
Would idle hang but for a little space,
And so we waited—for, among us all,
Not one or hoped or dared to fill your place.

We knew your merit rare, your zeal confessed,
Your honor unimpeached, your service large;
And, half unwilling, yielded, needed rest:
We gave a furlough, not a full discharge!

Welcome! Caissa needs her every son
Whose arm is valiant and whose heart is true—
In all her loyal ranks there is not one
But breathes a hearty "welcome home!" to you.

Long be your final summons hence delayed!
But when, inevitable, it shall come,
By angel hands may the last "mate" be made,
And angel voices choir your welcome home!

Lebanon, Tenn., January, 1877. R. L. C. W.

[The above hearty welcome places us under the greatest obligations to work for the cause, fills us with joy and enthusiasm, and should prove that good intentions are appreciated by many a chivalric chess brother. For this and for very many other most encouraging expressions of a hearty welcome to our editorial duties, we are deeply grateful, and sincerely thank our kind chess friends.—ED. JOURNAL.]

Problem No. 1326. By J. B. McKim.

White to play and mate in two moves.

Katie's Lesson.

Katie stares, with looks of wonder,
On the chessboard's mystic maze,
Flagrant fault and lawless blunder
Cannot yet disturb her gaze;
Else that rolling tide of battle
Scarce would charm her bright blue eye,
Nor the game's loud din and rattle
Seem to her so deep and wise.

Katie sees not rival forces,
Moved, it little matters where,
Knights take up the priests' discourses,
Priests the warrior's exploits dare;

DUBUQUE CHESS JOURNAL.

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Brownson's Chess Journal

LXXIV. FEBRUARY, 1877. NO. 74.

CHESS NOTATION.—We use in this Journal the American Notation or abbreviation, viz: K for king, roi, rex or koenig; Q for queen, dame or regina; R for rook, castle or tour; B for bishop, fou, laufer or alfiere; S for springer, knight, horse or cavalier; P for pawn, pedona, bauer or pion.

Once More to the Front.

Last April we supposed that the DUBUQUE CHESS JOURNAL establishment was sold, as per announcement on page 246 of the May number, but difficulties having arisen, we are again before the chess public, pledged to work for Caissa, and anxious to regain the CHESS JOURNAL'S former proud position.

All lovers of chess and friends of the royal pastime are hereby invited to contribute for publication such games, problems and matters of chess interest as they may deem fit, all of which shall receive a careful consideration.

Our Game Tourney, Problem Tournaments and Contests for Solution Prizes will be continued as per programme published in previous numbers; the plans of exchange of chess books and magazines, as well as the discounts offered for cash, will remain unaltered, and the price of this magazine, as before, will be *Three Dollars per annum of twelve numbers, or Twenty-Five Cents per single number*, past, present or to come.

The Game of Chess.

The human mind is so constituted that a constant exercise of thought in one direction will soon wear it out, and a continued effort may speedily upset reason itself. Man needs mental recreation as well as physical change. The accountant whose brain has been wearied with adding long columns of figures, can find rest as well as pleasure in the curious mazes of chess combinations. The lawyer whose brain has been tortured in the complications of uncertain law suits, can turn aside for an hour and refresh his mind in a cheerful game of chess, and perhaps more joyfully than either can the wearied teacher of wayward young ones, after supper, in the quiet room find peace and pleasure in the silent game of chess. In games of hazard, the harrowing uncertainties of chance and the constant conviction that an inferior player may triumph without merit of his own, and in spite of our careful and correct play, render one feverish and unhappy. Recreation we must have. Checkers are easily learned, but lack the charming variety found in chess. Both games are, however, purely scientific, improve and interest the mind, and are recommended by all great philosophers. The origin of chess, like that of many simple arts, although traced away back to the earliest ages, is involved in obscurity. Perhaps it came from checkers *a la* Darwin, or perhaps it was created at one great effort like the Roman Minerva or the Biblical Adam. To-day chess stands the oldest as well as the most difficult, and the most fascinating of all games of skill.

From Hindostan, throughout China, into Persia, along the northern belt of Africa, and across the Bosphorus chess came into Europe with the Saracenic waves of Conquest. Charlemagne, William of Normandy, Richard Cœur de Lion, Napoleon the Great and the Iron Duke fought mimic bloodless frays on the chequered squares. The unfortunate Mary Queen of Scots, the fierce Elizabeth, the pious Lopez and the gentle Philidor for hours escaped from sterner cares, losing themselves in harmless, invigorating chess. Later, chess has crossed into the New World, and since the triumphant days of Paul Morphy there is no great man in America that can say, without a conscious tell-tale blush, that he is ignorant of chess. *Vivent les echecs!*

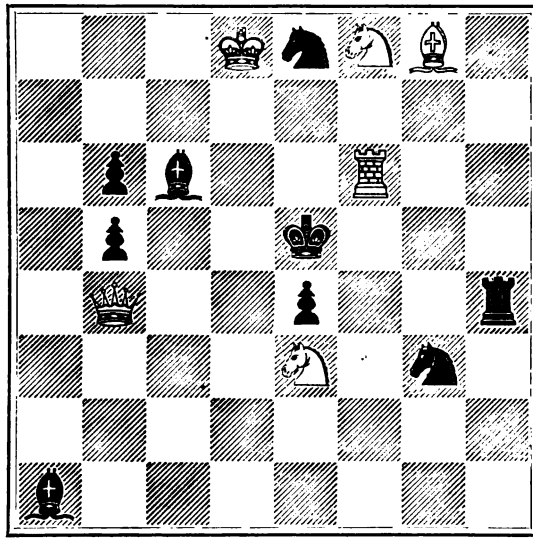
To learn to play chess, several methods may be used either singly or conjointly. Where a living teacher can be had, it is best, of course, to follow his instructions. Where the student is alone, let him procure an elementary work on the game and practice with one piece at a time, leaving the movements of two or more pieces combined afterwards. The Rook, for instance, moves in straight lines forward, backward or sideways any distance over vacant squares. Experiment on the number of moves possible for a Rook in every possible position, first by actually moving it, next by thinking it out without touching the board or Rook. In case of difficulty, consult by letter some editor of a chess column or of a chess magazine, it is the duty of such to attend to beginners as well as to please amateurs and professionals.

judge. The list of competitors in this Tourney comprises such names as T. M. Brown, Dr. C. C. Moore, Wheeler, Sam. Loyd, Berger, Martindale, Shinkman, Hanshew, Hawkins, Boardman, Faysse, J. P. Taylor, Dr. Barrier, J. F. King, Lewis, Braune, Wood and Wainwright. These problems are all two movers—one direct and one self mate to each set, far more pleasurable to solve than the many movers that require the board and men:

Problem No. 1330. By W. A. Shinkman.

"Much Ado About Nothing."

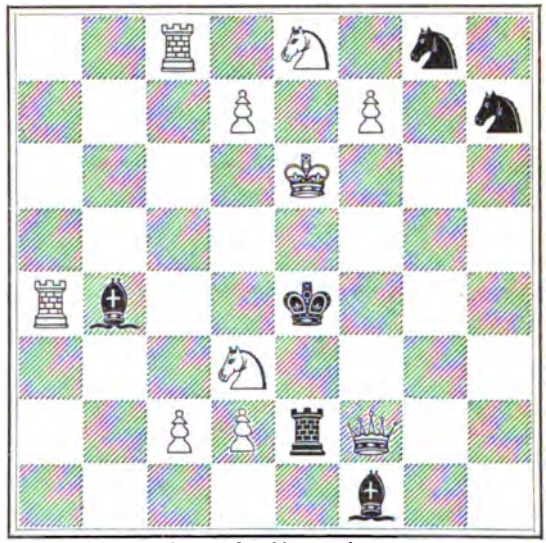
BLACK.



WHITE.

White to play and mate in two moves.

Problem No. 1331. By W. A. Shinkman.



White to play and self-mate in two moves.

A Scacchic Lyric.

I.

Say, young man, you who so gaily bound
This island city of ours around,
If, in your rambles, you've ever found
A chess player of such rare worth
As to be the best on all this earth?

Oh, yes! as I went from side to side,
What time my hot youth, a wayward guide,
Filled my head with dreams, my heart with pride.
A player I met, of virtue rare,
In art and skill beyond compare.

His name is Love, and the game he plays
Is cunning and shrewd above all praise;
So sure is the end of all his frays
That you soon resign yourself to Fate
And longingly wait the coming Mate.

II.

Tell me, old man, whose tottering gait,
Whose shrunken limbs, and hairless pate,
Are seen among us early and late,
If in your rounds you have ever yet
The wisest of all chess players met?

Oh, yes! as I go from street to street,
With falt'ring tread and trembling feet,
Now and then I have happened to meet
A player of skill so wondrous great,
That never the like at chessboard sate.

His name is Death, and howe'er you fight,
He captures Queen, and Bishop and Knight,
And when your hopes are seemingly bright—
As if no shrewdness your game could wreck,
You're startled to hear his fatal Check.

—*Chess Monthly.*

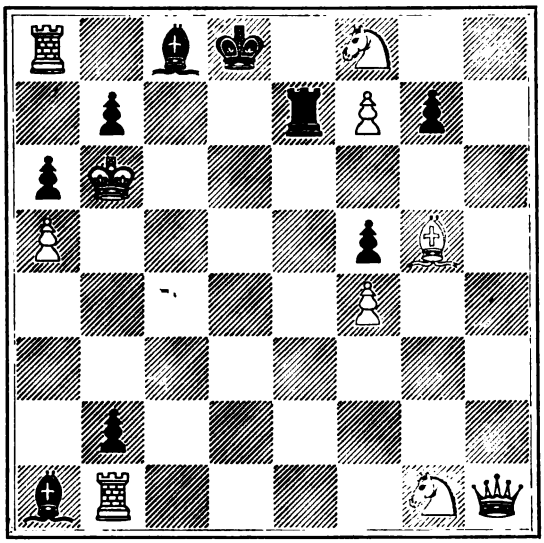
Chess in Scotland.

GAME No. 669.

Dr. Frazer.	Dr. Lyall.
1 P K 4	1 P Q 4
2 P K 5	2 P Q 5
3 B Q 3	3 S Q 2
4 P K 6	4 P×P

White mates in three moves.

Problem No. 1332. By C. H. Wheeler.



White to play and self-mate in three moves.

GAME No. 670. (Allgaier Gambit.)

(From the N. Y. Spirit of the Times.)

Mackenzie.	Parnell.
1 P K 4	1 P K 4
2 P K B 4	2 P×P
3 S K B 3	3 P K S 4
4 P K R 4	4 P S 5
5 S S 5	5 P K R 3
6 S×P	6 K×S
7 P Q 4 (*a*)	7 P Q 4
8 B×P	8 P×P
9 B Q B 4+	9 K S 3
10 Castles	10 B K B 4 (*b*)
11 B K 5	11 S K B 3

12 R×B (*c*)	12 K×R
13 B B 7 (*d*)	13 P K 6
14 Q Q 3+	14 S K 5
15 Q×S+	15 K×Q
16 S B 3+	16 K B 4
17 R K B 1 mates.	

a] A comparatively new invention, but hardly better than the old move B B 4 ch.

b] A bad play, and the source of his future troubles. He might have made a good defense by S K B 3, followed by B S 2, etc.

c] Beautifully conceived.

d] Black cannot escape the mate which is one of the prettiest we have seen of late, and is in the Captain's best style.

The Hartford Globe and Times.

Hartford, Conn., is eminently the chess city of the United States. The chess column in the Hartford Globe is the most extensive and the most interesting weekly chess paper that we have seen this many a day; for true wit, kindly humor and genial cussedness, the editor is ahead of his comic, good hearted, sarcastic rival. In this city dwells also Mrs. J. W. Gilbert, the best lady chess player living; here, too, Capt. O'Farrell, and a host of other strong chess players congregate, and even the historic Charter Oak has been taken for Belden's chess pieces. Happy is the travelling chess player that can stop over at Hartford.

P. T. Duffy, of the Westminster Papers, succeeds to the vacancy caused by the decease of Mr. Wormald.

A Chess Review.

BY FRANK LUFKIN.

Loved muse of the chess board, how many an hour
I've passed closely bound by thy magical power!
From *Pawn to King's Fourth*, to the mate unforeseen,
How strange and eventful our battles have been!

Sometimes, close pursued by the minions of Death
Our King hath been harassed 'till, all out of breath
He falls easy prey to the barbarous host,
And check-mated, finally yields up the ghost.

Or, mayhap his spirit too proud for this fate,
He eagerly plans that the foe may stale-mate;
When dying himself, he, in perishing knows
That the battle results in no gain to his foes.

At times Mars has smiled when our standard appeared,
And in spite of redoubts by the enemy reared,
Our galloping horsemen have sped to the van
And slain the proud King in the midst of his clan.

I have seen when a King was hard pressed by his foes,
And almost o'erwhelmed by his manifold woes,
His Queen swift advance and herself take the blow,
And save him and all from a great overthrow.

How often 'tis thought that the last chance has gone
When we suddenly see, that on the lowly Pawn
Rests the power to save from the threatened defeat
And force off the foe in ignoble retreat!

Sometimes when our chances the brightest have seemed,
Our foe made a move that we little had dreamed:
A Knight springeth forward and "check" is revealed,
While at the same moment our Queen's fate is sealed!

A piece may glide forward and threaten attack
And likewise prepare a diagonal track,
Where storming a Castle, the power of state
Is threatened a blow by a church potentate!

And so fortunes change! As in Chess, so in life:
Man must ever be watchful, prepared for the strife,
Or some pitfall may snatch him ere he is aware,
Or he fall easy prey to the well baited snare!

Away, Game of Chance! Who depends upon thee
May as soon be defeated as victor to be:
But in Chess—noble game—*brains* are put to the test,
And the victory hangs on our *farsightedness.*

—*Boston Globe.*

The American Centennial Congress.

This long talked of and much talked about contest was held at Philadelphia last summer. James Mason, of New York, won the first prize, $300 and a silver cup, for best play there, winning eight games and drawing five. Max Judd, of Saint Louis, won eight and drew three games, taking second prize, $200 and a gold medal. H. E. Bird, of London, the only representative of the Old World, took the third prize, $150, winning six games and drawing five. A book of this meeting is promised, as also of the competing problems. Unfortunate divisions and quar-

relings among chess players caused the insignificance of this International Centennial Tournament. The Philadelphia Chess Club deserve the praise or blame, as the case may be, as they took it out of the hands of those first appointed at the Third Regular American Chess Congress, and the Westminster Papers, with all its great assistance, was insufficient to induce "Blackburne, Steinitz or Zukertort" to attend. Moral: Let us hereafter aid those regularly appointed to conduct a great tournament, and after the election acquiesce in the result.

GAME No. 671. (Scotch Gambit.)

The following was probably the prettiest game played during the Centennial contest.

Bird. (Black.)	Roberts. (White.)
1 P K 4	1 P K 4
2 S K B 3	2 S Q B 3
3 P Q 4	3 P×P
4 S×P	4 Q K R 5
5 S Q S 5	5 Q×K P+
6 B K 3	6 B S 5+
7 Q S Q 2	7 B×S
8 Q×B	8 K Q 1
9 Castles	9 P Q R 3
10 S×B P	10 K×S
11 Q Q 6+	11 K Q 1
12 Q B 8+	12 K B 2
13 Q Q 6+	13 K Q 1
14 B S 6+	14 K K 1
15 B Q 3	15 Q K R 5
16 K R K 1+	16 K S K 2
17 B K 4	17 Q R 3+
18 Q×Q	18 P×Q
19 B×S	19 S P×B

20 B Q B 5	20 P Q 3
21 R×P	21 B K 3 (*a*)
22 R×B	22 P×R
23 R×K P	23 K B 2
24 R×S+	24 K B 3
25 R Q 7	25 K R K 1
26 B K 3	26 K K 3
27 R×R P	27 R K R 1
28 R×P	28 R×R
29 B×R	29 K B 4
30 B K 3	30 K K 5
31 P K R 4	31 R Q 1
32 P K R 5	32 R K S 1
33 P K S 3	33 R Q 1
34 P K R 6	34 K B 6
35 P Q B 3	35 R Q 4
36 P Q S 4	36 R Q 2
37 B Q 4	37 K K 5
38 B S 7	Resigns.

a] Mr. Roberts seems, all through, to make the very best of moves. Mr. Bird plays the entire game in masterly style. The sacrifice of the Knight on the tenth move appears to be perfectly sound.—St. Louis Globe-Democrat.

Chess in New York.

GAME No. 672. (K B opening.)

(Seventh Annual Tourney New York Chess Club.)

Dr. Jentz.	Mr. Eitner.
1 P K 4	1 P K 4
2 B B 4	2 S K B 3
3 P Q 3	3 B B 4
4 B K S 5	4 Castles
5 P K R 3 (*a*)	5 P Q 3
6 B×S	6 Q×B
7 Q B 3 (*b*)	7 S Q 2 (*c*)

8 P B 3	8 P B 3
9 P Q S 4	9 B S 3
10 S Q 2	10 Q K 2
11 S K 2	11 S B 3
12 Castles	12 B K 3
13 B S 3	13 P Q 4
14 P Q R 3	14 B B 2
15 S K S 3	15 Q R Q 1
16 Q R Q 1	16 P K R 3
17 S B 5	17 B×S
18 Q×B	18 Q Q 3
19 Q B 3 (*d*)	19 S R 2
20 P Q B 4	20 S S 4
21 Q S 4	21 S R 2
22 P Q B 5 (*e*)	22 Q Q 2
23 Q S 3	23 K R 1
24 S B 3	24 Q K 3
25 S R 4	25 P K S 3
26 P Q 4	26 S S 4
27 K R K 1	27 Q B 3
28 B B 2 (*f*)	28 B S 1
29 Q K 3	29 Q P×P
30 P×P	30 Q×P
31 P S 3 (*g*)	31 S×P+
32 K S 2	32 R×R
33 B×R	33 S S 4
34 R R 1 (*i*)	34 K S 2
35 B B 2 (*i*)	35 P B 4
36 R Q 1 (*i*)	36 R B 2
37 Q Q 4 (*i*)	37 S K 3
38 Q×Q (*i*)	38 B×Q
39 K B 1	39 S Q 5
40 R Q 2 (*i*)	40 P K S 4
41 S S 2	41 S×B
42 R×S	42 P B 5 (*k*)
43 P×P	43 P×P

44 R B 4	44 P K 6 (*k*)
45 K K 2	45 P B 6+
46 Resigns.	

a] White plays too cautious for a first player, making defensive moves against supposed future attacks, thereby losing valuable time.

b] S K B 3 at once is the proper move.

c] Q S 4 followed by K R 1 would bring the attack into the hands of Black.

d] White might play here with good effect P Q B 4.

e] He might play 22 PxP S B 3, 23 Q S 3 PxP, 24 PxP SxP, 25 S K 4 Q K 3 best, 26 R B 1 B S 3, 27 S B 6, &c., with an excellent game.

f] It looks as if White could capture the valuable Q P here without danger.

g] Very bad. He seems to be afraid of the check; RxR, followed by BxP, gives him the better game.

i] Forcing his adversary to make his wished-for moves.

k] Well played.

GAME No. 673.

(The Mason-Koenigs' Match. Remove Black K B P.)

Koenigs.	Mason.
1 P Q 4 (*a*)	1 P Q 4
2 P K 3	2 S K B 3
3 P Q B 4	3 P K 3
4 K S B 3	4 Q S B 3
5 Q S B 3	5 B K 2
6 B Q 3	6 Castles
7 Castles	7 S Q S 5
8 P Q S 3	8 P Q B 4
9 P Q R 3	9 S×B
10 Q×S	10 Q K 1 (*b*)
11 P×B P	11 Q K R 5
12 S K 1	12 B×P
13 Q K 2 (*c*)	13 Q S 3

14 S Q 3	14 B Q 3
15 P K B 4	15 B Q 2
16 B Q S 2	16 Q R K 1
17 S K 5 (*d*)	17 B×S
18 P×B	18 S S 5
19 S S 5	19 B×S
20 P×B	20 Q K 5
21 B Q 4	21 P Q S 3
22 R B 3 (*e*)	22 S×K 2d P
23 B×S (*f*)	23 Q×B
24 Q R K B 1	24 R B 4
25 R×R	25 P×R
26 Q Q 3	26 Q×P+
27 Q×Q	27 R×Q
28 R B 3	28 R×R
29 P×R	29 K B 2
30 K B 2	30 K K 3
31 P S 4	31 P S 4
32 P R 3	32 P K R 4
33 Resigns.	

a] P K 4 is to be preferred to this move, as it prevents for a time the development of Black's game, and permits both of White's centre Pawns to be advanced two squares.

b] This is one of Mr. M.'s favorite maneuvres.

c] White's moves here having for an object the exchange of pieces are of no great strength, and result in improving Black's game.

d] This move leaves White, after this S is taken off, with a very bad position, and yet it is difficult to point out anything much better.

e] This move is well intended, but was not properly followed up. We think that Q Q S 2 would save the P here, for if 22 Q S 2 SxK 2d P
23 RxR ch and 24 Q R K 1, &c.

f] 23 R S 3 would give White at least a temporary attack.

Chess in Australia.

The following brilliant consultation game was fought at the Melbourne Chess Club on October 13, 1876, between the four strongest Victorian players. Games of this description are usually exceedingly dull, but this one is the exception, which is said to prove the rule. The notes are extracted from the *Sydney Mail* chess column, which under the new and able control of Mr. C. M. Fisher, the champion player of New South Wales, has suddenly sprung into importance. Singularly enough, all the combatants, when the *partie* was over, thought the fine combination initiated by the White allies at move 15 was faulty on account of Black 17, P Q S 4. Mr. Fisher has, however, demonstrated the soundness of the attack.

GAME No. 674. (King's Gambit Declined.)

Messrs. Burns and L. S. Phillips.	Messrs. L. Goldsmith and Sedgefield.
1 P K 4	1 P K 4
2 P K B 4	2 B B 4
3 S K B 3	3 P Q 3
4 B B 4	4 S K B 3
5 S Q B 3 (*a*)	5 Castles (*b*)
6 Q K 2	6 B K S 5
7 S Q R 4 (*c*)	7 S Q B 3
8 P Q B 3	8 P×P (*d*)
9 P Q 4	9 R K 1
10 Castles	10 R×P
11 Q Q B 2	11 B S 3
12 S×B	12 R P×B
13 S K S 5	13 R K 2
14 Q B×P	14 B R 4 (*e*)
15 B×Q P (*f*)	15 Q×B

16 R×S	16 B S 3
17 R×B P (*g*)	17 R×R (*h*)
18 B×R+	18 B×B
19 Q×P+	19 K B 1
20 R K B 1	20 S Q 1
21 S×B	21 S×S
22 Q R 8+	22 K K 2
23 Q×R	23 Q K 3
24 Q×S P	24 K Q 1
25 Q K B 3	25 Resigns.

a] We prefer this move to P Q 3, followed by P Q B 3, as recommended by the books.

b] There is no occasion for castling thus early. It is much better to play S Q B 3, threatening B K S 5, and S to Q 5. Black may also play with advantage 5, P Q R 3, a move adopted by Anderssen at the Vienna Tourney, with a view to retiring the Bishop to safe quarters when attacked by the Knight.

c] Correctly played. In this opening White's first efforts must be directed against this powerful Bishop.

d] In consequence of Black's fifth move they have now an inferior position. If they retire the Bishop their game is sadly cramped, while the line of play adopted, though pretty, and gaining a Pawn, leaves them ultimately with all White's big guns bearing directly on their King's quarters.

e] P Q 4 is better. If P R 3 White replies with SxB P, &c.

f] The combination of which this is the first move, is a very fine, and we believe, sound one.

g] An excellent conception. After this, we believe that with the very best play the most Black can hope for is to draw. Had White, instead of this, played R xQ, Black would get the better game by BxQ, followed by S R 4, &c.

h] This loses almost immediately. They could not

capture the Queen, as the following variation will show, viz:—BxQ. 18 RxR ch, K B 1. 19 R B 7 ch, K K 1. 20 R K 1 ch, S K 2 [if K Q 1 White replies with R K 6]. 21 R K 6, Q Q 2 [if QxR then SxQ wins]. 22 K RxP, K Q 1. 23 S B 7, K K 1. 24 S K 5 and wins.

Their best move, however, was 17. P Q S 4, which at first sight would appear to give Black the advantage. But we would still take White's game for choice, as we think the following variations will justify:

	17 P Q S 4
18 RxR ch	18 PxB
19 R K 4	19 Q Q 4
20 P K R 4	20 P K R 3
21 R K 8 ch	21 BxR best
22 Q R 7 ch	22 K B 1
23 Q R 8 ch [Var. A]	23 K K 2
24 R K 1 ch	24 K B 3
[If K Q 2. QxP ch, and wins.]	
25 R K B 1 ch	25 K K 2

And White can draw by perpetual check, for the Black King cannot escape by playing to S 3, as White would in that case win by P K S 4.

But to revert to White's 25th move—are they compelled to draw? It seems to us that they can play either Q B 8 ch, or R K 6 ch, and obtain at least an even game.

For in the first place, suppose—25 Q B 8 ch, B B 2, best. 26 R K B 1 ch, K S 3. 27 QxB, even game.

In the second place—25 R K 6 ch, QxR. 26 SxQ, Kx S. 27 Q S 8 ch, K Q 3. 28 QxB P, even game.

Variation A, at White's 23d move.

23 R K B 1 ch	23 K K 2
24 QxP ch	24 K Q 1
25 S B 7 ch	25 K B 1
[If BxS then RxB, and White can win.]	
26 Q S 8	26 Q K 5 best
27 S K 5	27 K Q 1
28 Q K 6	28 SxS best
29 PxS	29 Q Q 6

[If P B 3, White wins by 30, Q Q 6, and 31 Q K 7.]

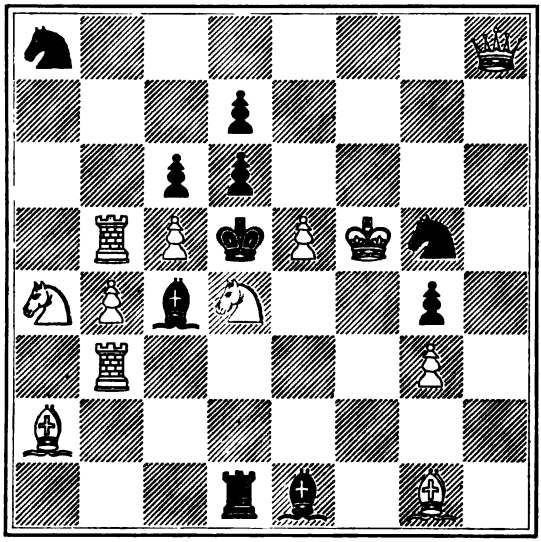
30 R B 8, and the game may be even, but we prefer White's position.

There are other equally beautiful variations, which we have not space for, but we think we have shown sufficient to establish the general soundness of White's brilliant combination, commenced at their 15th move, in spite of the powerful retort of 17. P Q 8 4, as, while all the chances of war are in White's favor, the most Black can hope to do is to draw.

—*From the Adelaide Observer.*

Problem No. 1333. From Lebanon Herald.

BLACK.



WHITE.

White to play and mate in two moves.

The Lebanon Herald.

The above, R. L. C. White, editor, is published weekly at Lebanon, Tenn., price $2 per annum. It

contains an excellent chess column, just now very interesting on account of its Tourney Problems, (two movers). The editor, in his issue of the 4th ult., offers for solutions of the problems published in his column, during the ensuing six months:—For the greatest number of correct solutions, five dollars in gold. For the next greatest number, one year's subscription to the *Lebanon Herald.* All old friends as well as new ones are invited. The more the merrier. We extract the foregoing, his Tourney Problem No. 77. Motto: "We can not all be masters, nor can all masters be truly followed."

Chess Journal Solution Prizes.

Until further notice, we offer a prize of five dollars in any thing on our latest list to the person standing at the head of our Solution List *each issue,* with the understanding that each one's number of Solutions continues to be counted until a prize is taken, when he is invited to commence again *de novo.*

Our Solution books, containing the Solutions of Problems 1203 to 1325 inclusive, with the names of those having sent solutions to each problem, have not been returned from Hannibal, and are probably lost or destroyed. In this case of necessity we call upon those interested to send solutions as fast as possible, beginning at No. 1203 (See Journal No. 69 for December, 1875,) as we shall count from that point, and publish solutions as rapidly as possible. The list (see No. 73) now stands:

L. W. Davis, of Wisconsin.....109 Problems
Louis Boisot, of Iowa .....109 "

F. W. Martindale, of New York	93	Problems
L. T. Brown, of New Jersey	73	"
A. Ortman, of Minnesota	71	"
Geo. W. Taylor, of Massachusetts	64	"
G. H. Thornton, of New York	64	"
J. B. McKim, of Ohio	62	"
Frank Norton, of Iowa	53	"
J. G. White, of Ohio	51	"
Charles Benbow, of New Zealand	50	"
Regis Chauvenet, of Missouri	36	"
R. L. C. White, of Tennessee	35	"
W. H. Lyons, of Ohio	29	"
F. W. C. Crane, of New Jersey	29	"
R. H. Seymour, of New Jersey	25	"
Dr. A. E. Johnson, of Minnesota	24	"
C. H. Wheeler, of Illinois	23	"
Richard Lacy, of Rhode Island	22	"
Frank B. Walker, of Ohio	21	"
T. D. S. Moore, of Canada	19	"
P. G. Toepfer, of Wisconsin	18	"
J. A. Schmidt, of Kansas	16	"
W. H. Russell, of Missouri	8	"
I. E. Orchard, of South Carolina	8	"
Julius Stein, of New Jersey	8	"
E. R. Blanchard, of New York	1	"

Steinitz in London still remains the chess champion of the world. Burn of Liverpool champion of England outside of London, and McKenzie of New York, that of America.

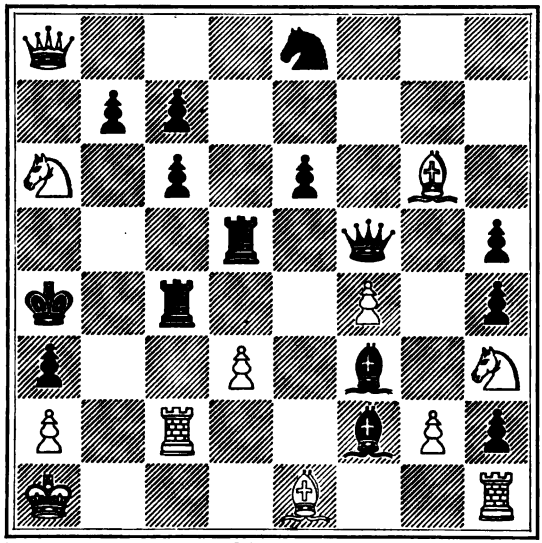
Charles A. Gilberg's chess library consists of six hundred volumes, and is valued at $2,000.

Chess Problems.

The chess problem war still continues, just as if a chess problem should be subject to any other laws than a game of chess! That which makes one brilliant and beautiful should make the other so. True there is a charm to some in a huge position where the pieces are scattered apparently pell mell all over the board, to which some great condition is attached, as in the following:

Problem No. 1334. By A. Townsend.

(From the Westminster Papers.



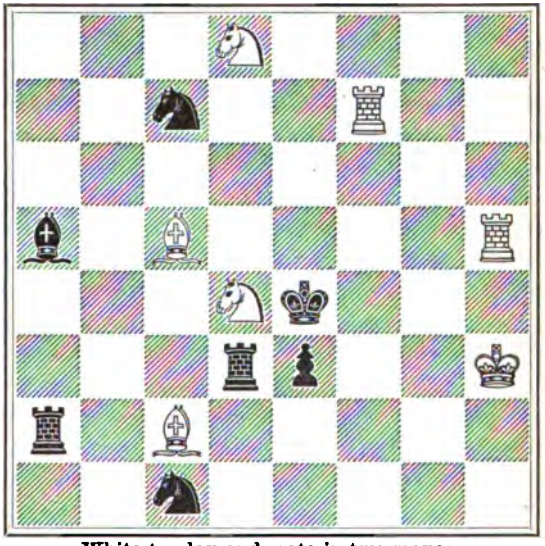
White to play and compel Black to mate him with a Rook in eighteen moves.

There is, however, a greater charm to many more persons in a simple, straightforward, difficult mate

or winning position, in a few moves. The wonderful combinations of Morphy's transcendant genius holds us far more enthralled than the huge suimates of the day.

Problem No. 1335. By Conrad Bayer.

(From La Strategie.)



White to play and mate in two moves.

J. B. McKim has transferred his able chess column from the *Cleveland Leader* to the *Cleveland Sunday Voice*, so that his Problem Tourney will not be interrupted.

W. Meredith and Capt. Michaelis, your present addresses are wanted at this office on matters of importance.

Chess in New York and Vicinity.

BY OUR SPECIAL CORRESPONDENT.

At the Café International may be found, any afternoon, the usual crowd of chess players, some playing, some reading, some eating and some—many in fact—looking on. I say the usual crowd, but an old stager would quickly become aware of the absence of one or two well known chessers, and wonder, perhaps, wherefore? The answer is, there has been "a little difficulty" which was connected with the late *Clipper* Tournament, the echo from which has been carried many thousand miles from New York, and the pros and cons discussed in the chess circles of the two hemispheres. The *Illustrated London News*, in referring to it, regrets that professionalism has found its way into the chess circles of the new world. If our English cousins have reason to regret it, how much the more have we? The trouble arose upon the complaint of Mr. Bird, who stated that no opportunity was given him to win the first prize by reason of two or more gentlemen withdrawing who had lost their games to Messrs. Mason and Delmar. Mr. Bird has been such a chronic grumbler in the past that his complaint, although probably in this instance justly founded, scarcely receives the deserved sympathy. The wolf may have come, but people are somewhat doubtful. The origin of the difficulty has been stated—with how much truth I don't know—to be this. X., Y. and Z. having learned in some manner, early in the Tourney, that A., B. and C., a trio of professionals, had made a

solemn compact not to play with one another until it was ascertained which of them it was who most needed games, and that then they would govern themselves accordingly. X., Y. and Z., attempting to checkmate this, refused to play with A., B. or C. until they had seen the latter play together, and the result was, the withdrawal of some and the dissatisfaction of many.

There are now at the Café International at least six professionals, or gentlemen who derive their living from the playing of chess. No one can question the right of gentlemen legitimately to increase their income by editing or writing for chess periodicals, teaching chess at a fixed price per lesson, selling chess books, &c.; all this is perfectly honorable, and advances the chess cause. Are there not, however, many practices at present coming into vogue among our best players which must be deplored as lowering and demeaning our noble pastime? A gentleman desirous of playing a game enters a café, sits down, orders a cup and presently asks one of the professionals to play. He replies: "Yes, at twenty-five cents a game," meaning for a stake of twenty-five cents. The amateur asks the odds of a Rook; the professional accords a Knight, and they begin. Our amateur plays and loses a few games, and then demands a Rook. His opponent is willing to comply, provided the stake be increased to one dollar. Shall we, who have ever looked upon chess as the noblest pastime ever evolved from the brain of man, who have ever disassociated it from games wherein the gambler makes use of skill and manual dexterity

to assist luck, see it brought down from the towering heights of our glowing imagination to the level of sordid business calculation?

Professionalism is also injurious to clubs. But enough of this for the present.

A Tournament is in progress at the Café International. The bulletin states that the rules, &c., will be the same as those of the *Clipper* Tourney, with the following exceptions, viz: It shall be a handicap; no professionals allowed to enter; entrance fee $2.00; parties withdrawing shall have their score cancelled; prizes shall depend upon the amount subscribed. A. W. Ensor, manager, Capt. McKinzie, referee. Considerable dissatisfaction has been manifested with the management on the following grounds: 1st. That the manager, when applied to to fix the class of an applicant desirous of entering, tells him curtly to "look at the rules," which state simply that the manager shall decide the amount of odds each person shall give or receive. 2d. That the rules do not state what portion of the receipts will be given as prizes. 3d. That after playing ten games or more the odds received by some of the gentlemen has been reduced. Here we have a purchase of a pig in a bag. You pay your money without knowing whether the prize you aim for be $1.00 or $20.00, or in what class you will be placed. You are pleased—you are doing well and begin to take an interest, when lo! your hopes are blasted by a change in the status.*

At the New York Chess Club rooms the seventh annual Tournament is about to be brought to a close.

In the first class Mr. Andres is the winner, in the second class Dr. Jentz, and in the fourth class Mr. Griffin. The third class not yet decided. The winners of the four classes will play for choice of prizes.

The Tournament for the Centennial chess board presented by Mr. H. H. Hoenack is also in progress, Messrs. Doyle and Burke standing at the head of the list so far.

Mr. R. Andres, winner in the first class, has gone to Europe on business, and his final games will be played for him by a substitute.

A committee has been appointed to draw up rules, &c., for a Tourney for a challenge cup to become the property of the member maintaining his right to it for a definite period.

The Brooklyn Chess Club we hear little of—many of its best players frequent the Café International, which fact very probably hurts the club.

The Newark Club is doing well. They talk of removing from their present out-of-the-way but pleasant quarters to Broad street, the principal avenue of Newark. They have issued a challenge to other clubs to play games by correspondence.

None of the American chess papers except, I believe, the *Hartford Times*, notice the formation of a chess club in that city under the name of the Hart-

*Seventeen entrees have been made in the handicap Tourney at the Cafe International, and at this date, January 24, the following gentlemen lead the score: Henshel, 6½ won, 2½ lost; Ross, 7½ won, 3½ lost; McCutchen, 5 won, 1 lost; Dwyer, 7 won, 4 lost; Bolton, 5½ won, 1½ lost; Avery, 6½ won, 4½ lost.

ford Chess Circle, with Mrs. Gilbert for its president. The *Illustrated London Times* gives her a highly complimentary notice. A large portion of its membership is composed of ladies. They meet alternately at one another's houses.

***

South versus North.

GAME No. 675. (Q B P Game.)

(Contested lately by correspondence.)

M. B. Paine, Charleston, South Carolina.	J. C. Douds, Parker, Pennsylvania.
1 P K 4	1 P K 4
2 P Q B 3	2 P Q 4
3 S K B 3	3 P×K P
4 Q R 4+	4 P Q B 3
5 Q×K P	5 K B Q 3
6 P Q 4	6 P K B 4
7 Q Q B 2	7 P K 5
8 S S 5	8 Q K 2 (*a*)
9 B Q B 4	9 S K B 3
10 Castles (*b*)	10 S Q 4
11 Q Q S 3	11 P K R 3
12 S K R 3	12 B K 3
13 R K 1	13 P Q S 4 (*c*)
14 B×S	14 B×B
15 Q B 2	15 S Q 2
16 B B 4	16 S K B 3
17 B×B	17 Q×B
18 P Q S 3	18 Castles K R
19 S Q 2	19 S K S 5
20 S B 1	20 B B 2
21 Q R Q 1	21 Q R K 1
22 P K S 3	22 R K 2
23 S K 3	23 B R 4
24 R Q 2 (*d*)	24 Q B 3

25 S K B 4	25 Q B 2
26 S×B (*e*)	26 Q×S
27 S×S	27 Q×S
28 Q R K 2	28 K R K 1
29 R K 3	29 P K B 5
30 P K B 3	30 Q S 3
31 R×P	31 P×P
32 Q K S 2	32 P×P+
33 K×P	33 Q×Q+
34 K×Q	34 K B 2
35 K S 3	35 R K 3
36 P Q B 4	36 P×P
37 P×P	37 P K R 4
38 P Q 5	38 P×P
39 P×P	39 R×R
40 P×R	40 K B 3
41 K R 4	41 R K 4

Drawn.

a] Black seems to threaten P K B 5 next move, whence P K R 3 looks better now.

b] He should have prevented Black from Castling by 10 B B 7 ch, K Q 1. 11 B B 4.

c] It appears that Black might have made a fair attack by 13 —— Q Q B 2. If 14 P K B 4, P K S 4. If 14 P K S 3, P Q B 4. 15 BxS, BxB. 16 Q B 2, P K S 4, &c.

d] Better S K B 4 at once.

e] White's position is quite secure. He might have continued by P Q 5 with good effect.

OBITUARIES.

Since our last issue, death has made sad havoc in chess ranks.

H. A. Merrill, a most promising young man, known to our readers as a talented problem solver, set sail

last spring on a voyage to Cuba for his health; alas, too late, consumption, that scourge of northern climes, had already marked him as its own, and he sleeps the sleep that knows no waking, in the silent depths of the great Atlantic ocean.

Carl Hampe, aged 62, the inventor of the Vienna opening, died last summer in Switzerland. He was long a dignitary of the Austrian Empire, and an influential patron of chess. Steinitz, Kolish and Harwitz were players with him.

On the 20th of July, Herr Jacob Lowenthal, the celebrated author and chess player, died in England, aged 66 years. The Hungarian insurrection in 1848 caused him to leave his native land, and we soon after hear of his memorable chess contest with the youthful Paul Morphy in New Orleans. Since 1851 he has been in England, where he devoted himself almost entirely to chess. Here he was again defeated by Paul Morphy, but won in his turn of Staunton, Horwitz, Falkbeer, Williams and others. His great forte, however, was as a patient home student, analyzing end games, editing chess columns and annotating games, as witness his "Book of Morphy's Games," "The Chess Players' Magazine" and "Land and Water" chess column. He died as he lived, a chess devotee, and left his property by will to be devoted to the interests of chess.

Theodore M. Brown, a beloved personal friend, died at his home in Penn Yann last September. In No. 26 of the DUBUQUE CHESS JOURNAL a large photograph and an account of his chess career are given. The publication of his problem book, now that the

papers have been returned to this office by the failure of Russell & Hallock, will be resumed and pushed as rapidly as possible. We call upon his many friends to aid us in this monument to his chess talent, and as a souvenir to his kind heart and gentle disposition. None knew him but to love.

R. B. Wormald, author of Wormald's Chess Openings, the best book extant in the English language on the subject, and lately the chess editor of the London Illustrated News, died in London, December 6, 1876. Mr. Wormald was born in York, England, in 1834. In early years he was distinguished for his chess talent, and during his career as a London journalist, much of his leisure was devoted to chess. He was a graduate of Oxford University, and a thorough English gentleman.

TO CORRESPONDENTS.

2019. As long as man in this sublunary sphere is unable to master chess as it is, why seek to introduce innovations that would only serve to make the game more complicated, to say nothing of upsetting everybody's present knowledge of chess?

574. We do not expect that all the games of chess we publish shall be considered examples of *great chess*, or *chef d'œuvres*, but hope they may serve as lessons of instruction for amateurs, and that the notes may stimulate careful improvement in play. Our endeavers are in great part directed toward starting and encouraging young players.

Far from the madding crowd's ignoble strife,
There sober wishes never learned to stray;

Along the cool, sequestered vale of life,
They kept the noiseless tenor of their way.

1048. Many years ago when we spoke to the venerable H. K. Fulton, of Chicago, about starting a chess journal, he made reply, "Have you a thousand dollars to throw away? then start a chess journal." So now we are safe, for it is gone. The King said to his jester (fool), "Take this cane and keep it until you find a greater fool than you are yourself, and then give him the cane." For a long time he kept the cane, but at last the King came to die, and calling the jester, commenced to take leave of him. "Ah!" said the fool, weeping, "must you go?" "Yes." "Where? How long will you stay? and what provision have you made for the change?" "None," said the King; "the future is all beyond my ken, all dark and most uncertain." "Take the cane," said the jester, "for you are the biggest fool." Thus, we gave the chess cane away, and it has come home again.

753. Your problems will appear shortly; it takes some time to get started again. It is not yet decided who will have charge of our problem department, but no effort nor expense will be spared to have it well managed. We want several first class correspondents, first come first served.

1163. Why should it be injurious to chess to have two chess JOURNALS in the field at once, any more than to have two newspaper chess columns? Let ...h work for the cause, and settle his private diffi... ...ies at home; may the right win, and each re... ...the patronage it deserves. We shall aim to

get out our JOURNAL on the first of each month, and to go to press with the last form about the 27th.

1443. Our Tourney Six was inaugurated to test the dual question, and it seems almost impossible to find a good problem without a dual, and still there are those who maintain that duals disqualify unless unimportant ones. We have not yet got far enough along to distinguish the dividing line between important and unimportant duals.

1033. Your proposition is accepted, and we will do our best to push matters. He must pay or suspend.

2162. The type has been ordered, but has not yet come to hand. Patience a little while, and things will get into good running order again.

2039. See cover for prices; from those we do not vary.

2593. Will gladly exchange with you and with every other chess column and chess magazine in the world, without further ado.

523. You ask "on what grounds do you revive the DUBUQUE JOURNAL?" Answer: First, because the contract for the disposal of the DUBUQUE CHESS JOURNAL establishment, as made and signed here by W. H. Russell for Russell & Hallock has not been carried out; in that they have not paid me the sums agreed upon, nor paid others as per above contract, nor fulfilled the obligations and performed the work per agreement. Second, Russell, as a minor, has evaded the bargain, and Hallock has returned me sufficient chess property to make a chess maga-

zine necessary to save it, as well as to carry out the DUBUQUE CHESS JOURNAL'S obligations *in re*, printing, prizes, debts and exchanges. Third, I have a right to run a chess journal to please myself and my friends, especially when I propose to aid the cause of chess and not to try to run down any other chess magazine.

The Chess Board.

True emblem of this world's affairs,
Oh, chess board, are thy chequered squares!
* * * * * *
Round him, most sovereign in the land,
Thy nobles, priests and people stand,
Ready to guard his honor bright,
And fall for him in deadly fight.
Thy Queen, e'er by her consort's throne,
Protects his rights more than her own,
Unites in one her subject's power,
From lowly Pawn to knighthood's flower.
Thy Castles, lords of high degree,
The pride of glorious chivalry,
Powerful in strife as in debate,
Staunch corner pillars of the state.
Thy Bishops, priests of heaven ordained,
But whom, alas! too oft have stained
The blood of injured sects and those
Whom bigotry has branded foes.
Thy Knights, the glory of whose lot
It is to rule the realms of thought,
Set out, on chargers trained to find
Some path too steep for common mind.
Thy Pawns, of men the humble ranks,
With strong and e're advancing flanks,
Of whom a number riches get,
While others win a coronet.

—*Amateur, in Glasgow Athenaeum.*

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CHESS BOOKS AND MAGAZINES

FOR SALE OR EXCHANGE

By O. A. Brownson, Dubuque, Iowa.

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Brownson's Chess Journal

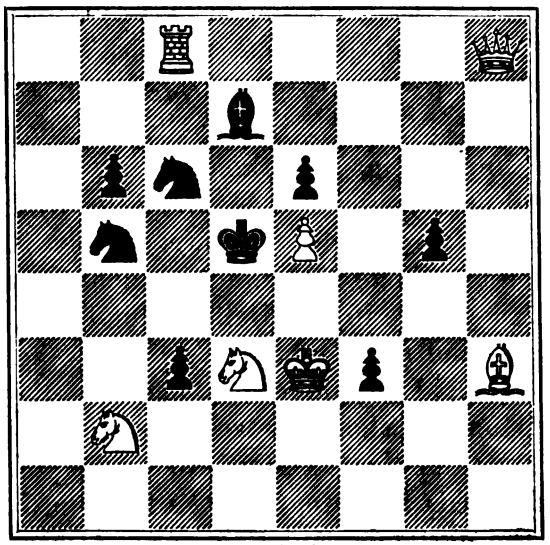
LXXV. MARCH, 1877. NO. 75.

CHESS NOTATION.—We use in this Journal the American Notation or abbreviation, viz: K for king, roi, rex or koenig; Q for queen, dame or regina; R for rook, castle or tour; B for bishop, fou, laufer or alfiere; S for springer, knight, horse or cavalier; P for pawn, pedona, bauer or pion.

Problem No. 1336. By Dr. S. Gold.

(From the Vienna Salonblatt.)

BLACK.



WHITE.

White to play and mate in three moves.

Greco Chesse-Play. 1656.

In No. 58 of the CHESS JOURNAL, December, 1874, we gave some extracts from the above little book that were so well received that a reprint and review of more might be agreeable to our readers, especially as the book is very interesting, and to beginners quite instructive.

To the Right Honorable,

MONTAGUE,

Earle of Lindsey, &c.

The Consideration, that to finde out a certaine Rule for this Princely *Game of Chesse*, is generally, (and I think, justly) esteemed to be impossible, was the first cause that invited me to publish these *Gambetts*, which doe, in a very great measure, supply the defect of such an advantage, which in respect they were in the Delights of his late *Majesty*, and many of the *Nobility* of these *Kingdomes*, I presumed to dedicate unto your Honour, whom I have understood not onely to take pleasure, but to be very judicious in this Incomparable Recreation, beside the particular relation of the Duty I

have to submit myself, on all occasions, unto your Honours Censure and Commands, and the necessity I have of desiring your Lordships Protection for that I have attempted to publish, that which some Gentlemen have already in Manuscript, and peradventure to their displeasure; Instructions also for Learners being already in Print, and very plaine, might have deterr'd me from medling, as it were, with another mans work; but for these, I have excuse, that these *Gambetts* being so beneficiall, cannot but be very acceptable, and also give invitation to those who are but small Proficients, to take a greater delight, than formerly, in this Pastime; and alterations of the Instructions being made more brief, are consequently more useful. I am onely therefore to crave your Honours Pardon, for disturbing your Honours more serious Contemplations with these trifles; which if I have, I shall rest secure from Calumny, that can be throwne upon

Your Honours most humble

Servant,

Fr: Beale.

On the Incomparable Game

of Chesse-Play.

WE read of Greekes could ten yeares warres define,
And draw its whole designe in drops of wine:
Could shew where Rhesus, where Ulysses lay,
Who stole the Horse, ne're toucht the fatall Hay.
This was weak demonstration, Sir, but you
Bring us the very Siege and Soldiers too.

E. Revet.

Upon Chesse-Play. To Dr. Budden.

To thee Lawes Oracle, who hadst the power
To wage my pens imployment for an hour,
I send no Frogs, nor Mice, Pigmees nor Cranes,
Giants nor Gods, which trouble so the braines
Of feighning Poets; nor my leisure sings
The Counterbuffs of the foure painted Kings:
Those worthy Combatants have had their times,
And Battells sung in thousand curious rimes.
I sing the fierce Alarme, and direful stroke
Of passing timbered men, all heart of Oake;
Men that scorne Armes defensive, nor, in heat
Of bloudy broiles, complaine of dust or sweat.
Men that doe thinke, no victory is fit
That's not compacted by the reach of wit.

Men that an Ambuscade know to lay,
T'entrap the Foe in his retiring way;
Plot Stratagems, and teach their braines t'endite
What place is fittest to employ their might.
Dull down-right blowes, are fit for rustick wits,
Within the compasse of whose scalp there fits
A home-bred sense, weak apprehension,
That strike the first they cast their eye upon;
Those are the chaff of Soldiers, but this Corne
Of choicest men, at highest rate is born.
Here life is precious, where the meanest man
Is guarded by the noblest, who doe scan,
(Not what a poor man is, but) what may prove,
If bravely to the Armies head he move;
Such may his valour be, he may of right
Be an executor to Rook or Knight,
Whose lands fall to the King (their Master dead)
With which this Pawn lives to be honoured,
And do his Prince good service. Tell me then,
Thou that dost distribute Justice to men,
Must Honours ever follow blood? or should
Vertue be grac'd, though in the meanest Mould?
Tell me, thou man of Peace, are not these Warres
Lawful and commendable, where the scarres
Are for command, where either Enemy
Seeks to himself a fifth great Monarchy?
Where neither knowes his confines, but each foot
Is his, where he or his, can take firm root?
Pity with me, the fortunes of those Kings,
Whose battell such an untaught Poet sings.
Know, that the great Alexander could not have
An Homer; and remember, in wars brave,

Each deed's a Poem, and he writes it best
Who doth engrave it on a conquered Crest.
If I offend, part of the blame is thine,
Thou gav'st the Theam, I did but frame the Line.
Two angry Kings weary of lingring peace,
Challenge the field, all Concord now must cease:
So do their stomacks with fir'd anger burn,
Nothing but wounds, blood, death must serve the turn.
They pitch'd their field in a fair chequer'd square,
Each form two Squadrons, in the former are
The common Soldiers, whose courageous scope
Is venturing their lives, like Fortune, Hope.
These still march on, and dare not break their rank,
But for to kill a Foe, then 'tis their prank
To make the ground good 'gainst the enemy;
Till by a greater force subdu'd, they dye.
The Kings for safety in mid-batel stand
And marshall all their Nobles on each hand.
Next either King, an Amazonian Queen,
Like our sixt Henry's Margaret is seen,
Ready to scour the field, corner, or square,
She succours, where the Troops distressed are.
Next stand two Mytred Bishops, which in war
Forget their Calling, venturing many a scar
In Princes cause, yet must no Bishop stray,
But leave the broad, and keep the narrow way.
Next are two vertuous Knights, whose nimble feet
Leap o'er mens heads, scorning to think it meet
They should stand Centinels, while the poor Pawns,
With danger of their lives do scour the Lawnes.
The Battels outspread wings, two Rookes doe guard,

These flank the fields so well, that there is barr'd
All side assaults: these, for their valours grace,
(The King in danger) with him change their place.
But Majesty must keep a setled pace,
Rides not in post, moves to the nearest place,
That's to his standart: If there be report
Of the Kings danger, all troops may resort.

But now they sound Alarm, each heart doth swell
With wrath, strikes in the name of Christabell;
Strike, strike, be not agast, soldiers are bound
To feare no death, much lesse to dread a wound.
Now with mercy dies the common Troop,
A Rook a Bishop, and a Knight doth droop;
Yet neither boasts of Conquest, though each hope
To win the field, which now is half laid ope
By soldiers death; now dares a martial Queen
Check her Foe King, when strait there steps between
A ventrous Soldier, or a Noble-man
Who cares not for his life, so be he can
From danger keep his King; he feares not death,
In Princes cause, that gives each Subject breath.

But this Virago dyes, being left alone,
When straight a nimble Soldier steppeth on,
And through the thickest Troops hews out his way,
And till he come to th' head doth never stay.
This brave attempt deserves the honouring;
The Queens colours are his, given by the King:
Who knowes that valour should not want reward,
And ventrous spirits, best keep Princes guard.

Now is the War in heat, bloody the Field,
Mercy is banish d, none hath thought to yield,
Basely to beg his breath; the fame now ran,

That they must fight it out to the last man.
All Soldiers die, but one, who to his King,
Griev'd with his great losse, doth this comfort bring,
That their great Foe, whose Troops are all now dead,
Must to their swords, yield up his conquer'd head.
Then with their Check, and check on either hand,
The poore disheartned King doth mated stand.
Though thus to dye it be the Princes fate,
Who dares pronounce he had a whisking mate;
Who, rather than mumping forego the Field,
Joyes in the place he stands, his breath to yield?
But now the conquering couple want their breath
Their festered wounds doe rankle, and grim death
Creeps through the gashes, down the Victors fall,
And then one generall Herse entombs them all.*

The Game of Chesse-Play.

Chap. I.

OF THE ANTIQUITIES AND INVENTORS OF THIS GAME.

Diverse are the opinions of the antiquity of this game of Chess. Some thinke that it was invented by Palamedes one of the chief Commanders of the Græcian forces at the siege of Troy. Others that Xerxes the great King of Persia devised it: but the most received opinion is, that at that siege or some other place blocked up by their adversaries, by some of the most learned and experienced besiegers, meeting and clubbing their inventions together, this inimitable game was found out; and the rather, because who ever playes at it shall not be able to carry

*These lines are printed in a book of poems, 1655.

on the designe with any successe, or understand the plots of his adversary without his whole intention is fixed upon it, and he be abstracted from all other contemplation.

Chap. II.

of the shapes, names, and places of the chesse-men.

Although in all Countries the shapes of the Chesse-men are not the same, yet are the figures framed so distinctly from one another, that they never breed confusion: The Chesse-board therefore (which is divided into sixty foure square houses) [a] standing (as usually) with the white corner to the right hand, the first and highest generally called the King, standeth in the fourth house from the corner of the board in the lower rank, with this observation, that the white King must stand in black, and the black King in the white: where note that every piece standeth right over his adversaries piece of the same sort.

The next in height is the Queen or Amazon, who is placed in the fourth house from the corner of the field by the side of her King, and alwayes in her owne colour; whence

Rex albus in atro, Rex ater in albo,
servat Regina colores.

Next to the Kings other side place a Bishop or Archer, who is commonly figured with his head

a] Square houses are now called simply squares, and the board must always be so placed that each player has a white square at his right hand corner.

cloven, next to him the Knight, [*b*] and in the corner of the field: the Rooke, Rock, or Duke, who is sometimes fashioned with a round head, sometimes like a Castle, &c. So also on the Queens side, place her Bishop Knight & Rook, who always stand in different colours to those of the King.

Lastly, before each Great man standeth their particular pawne or Serving man, so that the King and Queen have three great men and four pawnes apiece.

Chap. III.

of the draught, [*c*] guard, worth, and prerogative of each piece, and first of a pawne.

The draught of a Pawne is only one house at a time streight forward in his own file never retiring; but he differs from all other pieces, in that it doth not take the adverse pieces as it goeth, but that which standeth aslope in the next house forward of the next file on either hand, and then goeth forward upon occasion as at first; now as all other pieces doe, he guardeth any piece of his own side just as he taketh, that is, if a piece of his side standeth in that place where if it were an adverse piece he might take it, he then doth guard it, so also doth he check, that is, (give notice to) the adverse King that he can take him, which check if the King cannot avoid

b] This is the piece that in common with the Germans we call a Springer, from its movement, springing or jumping forth. In English the Kg used as an abbreviation for King, and Kt for Knight, can be shortened to K and S by using the above term.

c] Draught or movement.

either by taking him up himself if he be unguarded (for a King can at no time remove into checke) or by causing him to be taken up by some other of his pieces, it is checke Mate, [*d*] and the Game lost. This is the draught of the Pawne who though it be of least value, yet hath it thre, great priviledges.

The first is, that whereas his remove is but one house forward at a time, yet every pawne for his first draught, may remove two houses forward.

The second is, that if any pawne commeth up to the fourth ranke of the adverse party, if any of his pawnes of the next file on either side doe remove two houses at one time, that is beyond his guard, he may take him as if he had removed but one. [*e*].

The third and greatest is, that if any Pawne can arrive unto any house of the uppermost ranke of the adversary, you may immediately make him a Queen, or what piece you have already lost, [*f*] (yea in forraigne Countries, and amongst the best players, here you may have two or three Queens at a time) who

d] The game is won by the player giving check mate, and when a K is so attacked that he cannot move out of check, take the piece or Pawn that checks him, or interpose a piece or Pawn to prevent check, he is check mated.

e] PxP en passant.

f] The rule now is, that whenever a Pawn reaches the eighth or last square of the chess board, that it must be immediately named by its owner as a Q, R, B or S at his option, without regard to what pieces may have been lost. Thus a player may have several Queens, Rooks, Bishops or Knights at the same time, but never two Kings.

shall be able at that very instant, to check the adverse King, and use all power the Piece you make him hath.

Chap. IV.

of the Bishops, and Knights.

Next in value above a Pawne are Bishops and Knights. The Bishops walke is, alwayes in the same colour he is first placed in, forward and backward aslope as far as you please, and the way is cleare betwixt him and the place you intend to remove him to, so doth he guard any piece of his own side; take any of the contrary, and check the adverse King, which unavoided by either taking or causing him to be taken up, or interposing some piece between him and the King, it is Check mate.

The Knights draught is forward and backward on either hand aslope from from the place he standeth in, to the next save one of another colour, skipping over any piece that standeth in his way; and in the same manner doth he guard, take, and check; which check, because (as the Pawnes check) it cannot be covered, the King must either remove out of check, or cause him to be taken, for he cannot take him himself, else it is Check mate. Now the difference of worth betweene the Bishops and Knights is uncertaine, some prefering one, some the other, as they play best with either of them themselves, or observe it in their adversary: but generally the Knights are more esteemed, because their walks have more variety, [*g*] that is, into all the sixty foure houses, but

g] a B is now generally preferred to a S by the

a Bishops walke is, but through thirty two of them: A Knight likewise guardeth three houses before he doth remove, and eight when he is from the side of the Board, whereas the Bishop guardeth but two houses in his first place, and but foure afterward; Thirdly, the Knights can guard one another, which the Bishops cannot doe, because they move into one anothers colour: Fourthly, a Knights check cannot be covered, but a Bishops may, and I cannot see, but that the two Knights [*h*] and a King may give a mate though not so well as the Bishops, but it is hard for either of them to doe it.

Chap. V.

of the Rookes, queene, and king.

The Rocks, Rookes or Dukes walk forward, backward, and side-wayes in any rank and file (but not aslope as the Bishops do) unto any place; so also doe they guard, take, and check, which check, if not avoided the game is lost: Now a Rookes worth is as great as both a Bishops and a Knights, [*i*] because he goeth over all the board which the Bishop cannot, and though the Knight may, yet his remove is confined to a certaine distance, when the Rookes is unlimited where there is no interposition, and

strongest players, although to a beginner in chess, the plain movements of a B are easier guarded against than the complex movements of a S, which make all calculations involving a Knight extremely difficult.

h] At the end of a game, two Knights and King against K cannot win.

i] A Rook is now considered inferior to two minor pieces, and the Queen to three, in ordinary positions.

although he guards no more places then the Bishop doth, yet he can give mate with the King alone, which no piece else beside the Queen can doe; his Priviledge is to change with the King as you shall see in the Kings Prerogative.

But the Queen is in value equall to any two pieces: Her remove being forward, backward, side-waye, and aslope, but not as the Knight doth as far as she will if she meet no opposition, she in like manner doth guard the pieces of her owne side, take the enemy and check his King which unavoided is Mate: She guardeth five houses in her first place, and eight when she is from the side of the Board.

The King removeth but one house at a time forward, backward, side-wayes, and aslope to any place not possessed by his owne men, or guarded by the enemy where he may take any piece of the enemies; but there must be alwayes the distance of one house between the two Kings, for they can neither check nor take one another, he guardeth as many places as the Queen doth. His Prerogative is

First, that no piece can take him, but must only salute him with the word check.

Secondly, whereas his draught is but one house at a time, yet for his greater safety, if neither he nor either of the Rookes have as yet stirred out of their places, and there is no piece standing between them, he may change (or Castle) with this Rooke, that is, he may goe two draughts at once towards this Rooke on which hand soever he standeth, causing the Rooke to stand next to him on either side; this may he doe at any time before check, or after check.

In France [j] the Rook when the King changeth, goeth into the Kings house.

Chap. VI.

OBSERVATIONS IN PLAYING THE GAME.

Having now discovered the places, removes, guards, worth and Prerogative of each piece, I will now shew you some observations in the removall of them: but whereas there are 64 houses in the Chesse-board, there may be consequently as many varieties of games as 64 can be altered which are more then there have been minutes since the Creation, therefore there is no such rule found out at this game, as who shall play according to it, must necessarily win the game: however there may be such precepts and directions given, that whosoever shall carefully observe and remember upon occasion to put them in use, shall have great advantage against him that hath them not, so that the following advises and Gambetts well studied will be instead of a rule to direct you how to advance and retire, how to take opportunities, as also how to designe upon your adversary to foresee and prevent his stratagems, with a returne upon himselfe: For certainly he that hath before his eyes & in his memorie many games well played shall be able to make such observations upon them, as may stand him in great stead when ever the enemy shall fall into such a posture of game as he hath formerly seen, and remembreth the disadvantage he is liable to.

j] Only in Italy now is irregular Castling allowed; an incongruity we hope soon to see among the things of the past.

The first thing therefore you are to indeavor is, to get the first remove, for it is of great advantage: for which gamesters strive severall wayes according to their agreement between themselves, but when a game is ended he is to have it, who winneth it, unlesse you make it otherwise. [*k*]. Now for the first draught it is generally esteemed best to remove the Kings pawne two houses, because if not prevented (by the like play) you may still move that pawne forward with good guard, which will be very prejudiciall to the adversary.

The second thing observable is to play your men in good guard of one another, that if any man you advance be taken, the adverse piece may be taken againe by the piece which guardeth yours: and to this purpose be (of all things) sure to have as many guards upon one of your pieces, as thou seest the enemy doth advance of his upon it.

Thirdly, that thy guards be of lesse value then the pieces he assaileth withall, for then if either he or you begin to take you shall gaine something, if you finde you cannot well guard your piece, see whether you can advance some piece, of yours in guard to take a better piece for so you may many times save your endanger'd piece.

Fourthly, never change piece for piece untill you get the advantage either by taking a Pawne or Noble-man of his for nothing, or disordering a pawne or two of his which is of very materiall consequence.

---

k] The player that moved first one game, moves second the next game, is now the customary way.

Fiftly, take great heed that you doe not choak up your owne passage from advancing your men, and retiring on all occasions, but indeavor by all meanes to take that liberty from your adversary.

Sixtly, never play any man until you have examined whether you your selfe are free from danger, and to that end upon every remove of your adversary, consider of what consequence the advancing and retreating of your adversary may prove, and indeavor (if it may be hurtfull) to prevent it before it be too late.

Seventhly, consider the maine designe of the game, which is as suddenly as can be to give check mate, that is as I said before, so to check the adversary King, as that he can neither take the piece checking because it is guarded, nor cause it to be taken, nor cover the check, nor remove out of check, which may be done severall wayes, so that sometimes by the losse of one or two of your great men, yea, sometimes of your Queen you may give an unexpected mate, as you may often observe in the following Gambetts: I shall therefore omit to discover unto you the manner of the surprizing the Rookes, or a Queen, or the making a new Queen, of which you shall have plentifull examples in the Gambetts.

Lastly, never let your Queen stand so before your King, as that your adversary may bring a Rooke or Bishop to check your King if she were not there, for then you will hardly be able to save your Queen, nor let his Knight come so safely, (that he cannot be taken up,) to check your Queen and King or your Rooke, and King at one time, for then you will loose

your Queen or Rooke, since the King must be forced to remove out of check.

Chap. VII.

of some particular things to be observed, with the lawes of chesse-play.

Before I come to the Gambetts, I will tell you what a Forke, a stale, a blind Mate and a dead Game is.

A Forke is, that when you see two of the enemies Noble-men standing in the same ranke, and but one house betwixt them, advance a pawne, guarded with an other, unto the middle house before them both, and you may commonly take one of them.

A stale is given when one King hath lost all his men, and hath but one place left to fly into, if then the adversary bar him of that place without checking him, so that he being now out of check cannot remove but into check, it is then a stale, and he that giveth it to the distressed King loseth the Game.*

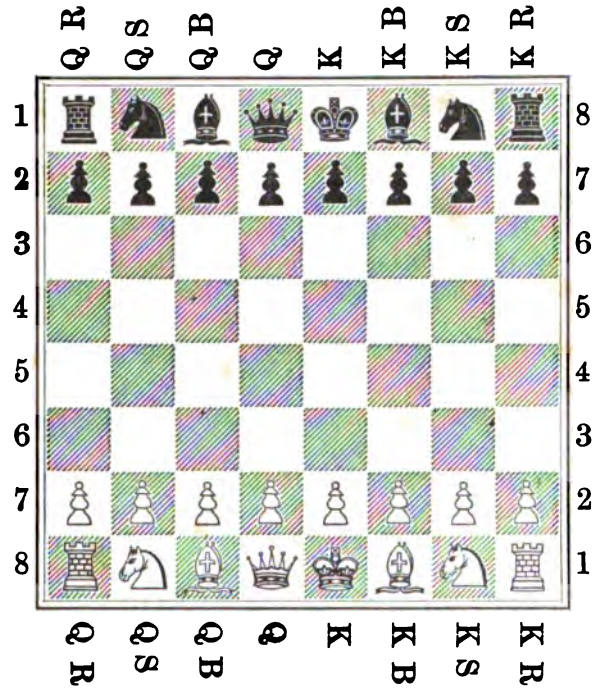
A blind Mate is, when one giveth check mate but seeth it not, yet it is nevertheless a Mate, though a disgracefull one.

A dead Game is when only the two Kings are left: yea most Gamesters will draw the stakes, when they have but a Knight or Bishop left with their King, and the enemy only his King: For it is not possible then to give a Mate.

---

*A stale mate is now considered a draw game.

For the position of the board and men and the nomenclature of the squares, according to present use, see the following diagram.



The Lawes of Chesse Are,

1. If you touch your man you must play it, and if you set it downe any where you must let it stand.

2. If your adversary play a false draught, and you spy it not before you play the next draught, tis then too late to challenge him.

3. If by mistake you play a false draught, and your adversary let it alone for his advantage till he hath played his next draught, you nor he cannot then recall it.

4. If at first you misplace your men, and play two or three draughts, [*l*] it lieth in your adversaries choice whether you shall play out the game or begin it againe.

5. The King in changing may not goe into check, nor at any time remove into check.

6. If your adversary playeth or discovereth a check to your King, and giveth you no notice of it, you may let him stand so for that draught if you please. [*m*].

7. If your King standeth in check and you remove a draught or two, the adversary may not give check when he pleaseth, unlesse he removeth the piece checking, or some other. [*m*].

Having now finished all those rules and instructions that are necessary for a Learner, I shall for the increase of his farther benefit refer him to these Gambets which follow, by which not onely he that is a beginner, but also an experienced Gamester may receive such satisfaction, as that he will find it worth his labour and study to be perfect in them, and cause him by seeing the mysterious passages therein, to take far more delight then hitherto he hath done in this most excellent and delightfull game of Chesse-play.

---

l] Four moves is the law now that limits such a privilege of retracting.

m] The rule now is to retract the illegal moves.

THE FOOL'S MATE.*

1. P K B 3, that is, Pawn to his King's Bishop's third-square. P K 3, or Pawn to his King's third square.

2. P K S 4, Pawn to his King's Knight's fourth square. Q K R 5, mates. Queen to her King's Rook's fifth square gives checkmate.

THE SCHOLAR'S MATE.

1 P K 4	1 P K 4
2 Q K R 5	2 S Q B 3
3 B Q B 4	3 S K B 3
4 Q×K B P mates	

GAMBIT 1.

1 P K 4	1 P K 4
2 B B 4	2 B B 4
3 Q K 2	3 Q K 2 (*a*)
4 P K B 4	4 B×S (*b*)
5 R×B	5 P×P (*b*)
6 P Q 4	6 Q R 5+(*b*)
7 P K S 3	7 P×P
8 R×P	8 S K B 3 (*c*)
9 S Q B 3	9 S K R 4 (*c*)
10 B×K B P+	10 K×B
11 B K S 5 (*d*)	11 S×R
12 Q K B 3+	12 K S 3
13 B×Q	13 S K R 4
14 Q K B 5+	14 K R 3
15 Q or B mates.	

a] This is not the best move, better

---

* The games and gambits that follow we shall give only in the concise notation of the present day.

3	4	5	6	7
———	BxP ch	Q B 4 ch	PxP	KxB
S Q B 3	KxB	P Q 4	BxP ch	S R 4
8	9	10	11	12
Q Q 3	QxP	Q Q 4	Q Q B 4	S Q B 3
P K 5	S K B 3.	S Q B 3	SxP	B K 3

13 SxS, R K B 1, and should win.

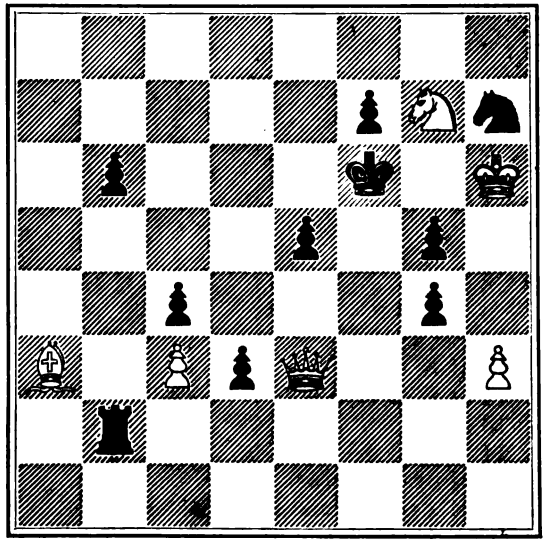
b] Not so good as to open out his game.

c] A weak and short lived attack,

d] A crushing move from which there is no escape.

Problem No. 1337. By C. H. Wheeler.

BLACK.



WHITE.

White to play and mate in two moves.

Problem No. 1338. By J. B. McKim.

White to play and give mate in two moves.

GAME No. 676. (K S Gambit.)

(Contested lately between John T. Poe, of Huntsville, Texas, and G. W. Taylor, of Boston, Mass.

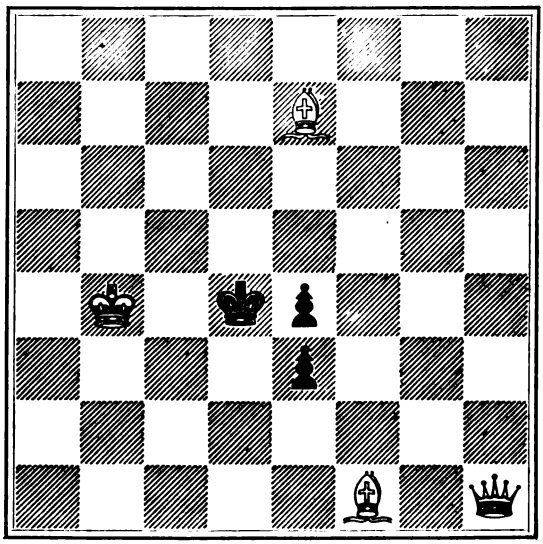
Poe, of Huntsville.	Taylor, of Boston.
1 P K 4	1 P K 4
2 P K B 4	2 P×P
3 S K B 3	3 P K S 4
4 B Q B 4	4 B K S 2
5 P Q 4	5 P Q 3
6 Castles	6 P K R 3
7 K S K 1	7 P K B 4 (*a*)
8 B×K S	8 R×B
9 Q R 5+	9 K B 1
10 P×B P	10 B×Q P+

11 K R 1	11 Q B×K B P
12 P Q B 3	12 B K S 2
13 B×K B P	13 Q K B 3
14 S Q 3	14 K K 2
15 B K 3	15 B K S 3
16 Q K 2	16 B×S
17 Q×B	17 Q K 3
18 S Q 2	18 S Q B 3
19 Q R K 1	19 S K 4
20 Q K 4	20 P Q B 4
21 Q×Q S P+	21 Resigns.

a] This is the losing move.

Problem No. 1339. By Wm. Crane, Jun.

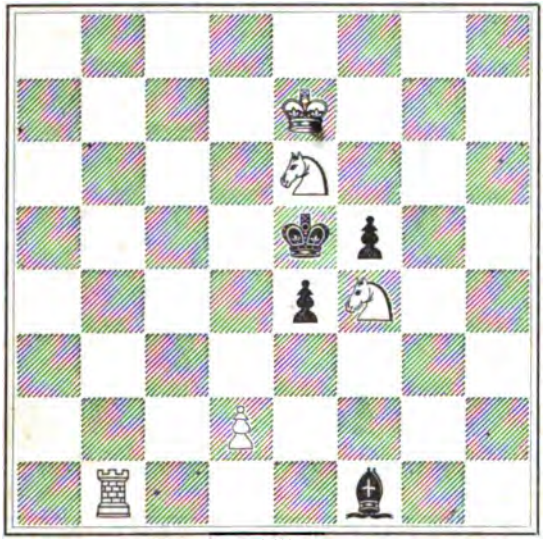
(From Town and Country Journal, Sydney.)



White to play and mate in two moves.

Problem No. 1340. By Ben S. Wash.

BLACK.



WHITE.

White to play and mate in three moves.

Our Solution Prizes.

The prize for the most solutions to No. 74 was awarded to Louis Boisot, of Dubuque.

The prize for the most solutions to No. 75 is hereby awarded to L. W. Davis.

A. Ortman's score should be 81, not 71, as misprinted in our last issue. Solvers should begin at No. 1203 and send solutions as fast as ready. Everybody is invited, but solutions must appear in our next, and in abundance. Monthly prize, five dollars in anything from our Exchange List.

Problem No. 1341. By G. Breitenfeld.

White to play and give mate in four moves.

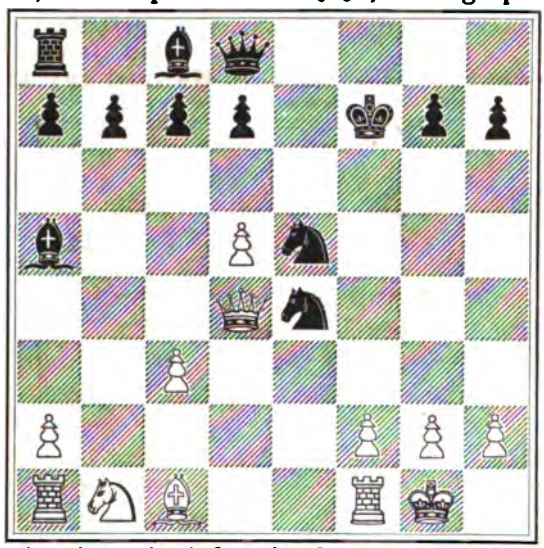
The Greatest Liable to Err.

DEAR JOURNAL:—Mr. J. A. Douglas calls my attention to a critique of Zukertort upon a game published in a late number of the *Westminster Papers* and won by himself, wherein Mr. Z. dismisses as bad a move which, on the contrary, appears to be the best at Black's command. The opening is that form of the Evans' Gambit so ably analyzed by Messrs. Mason and Richardson.

Zukertort.	
1 P K 4	1 P K 4
2 S K B 3	2 S Q B 3
3 B Q B 4	3 B Q B 4

4 P Q S 4	4 B×P
5 Castles	5 S K B 3
6 P Q B 3	6 B R 4
7 P Q 4	7 Castles
8 S×P	8 S×K P
9 S×B P	9 R×S
10 B×R+	10 K×B
11 P Q 5	

Black here retires his S Q 2, shutting in his Q and subjecting himself to a very severe attack. At move 11 Mr. Z. remarks: "This is the only move, for if S K 4, White replies with 12 Q Q 4, winning a piece."



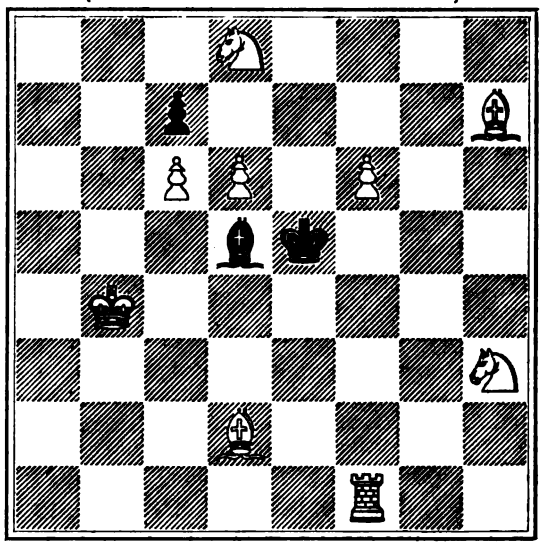
Leaving it to be inferred, of course, that Black's game is thereafter hopeless. Mr. Douglas plays the S boldly to K 4, then we have Mr. Z.'s move, 12 Q Q 4, Q R 5. White must now take the S, for he can-

not leave the Q on this square on account of B S 3, and he cannot attack the Black Q with either S or B on account of the check of the S. 13 QxQ S, P Q 3; 14 Q B 4 ch. Can he do anything better? Q xQ; 15 BxQ, BxP; 16 SxB, SxS; 17 B S 3, SxP, and Black's center passed Pawns will soon be irresistible. White has also, 12 Q R 4 and 12 Q R 5; if 12 Q R 4, BxP, and if 12 Q R 5 ch, S K S 3; 13 P Q 6 (if 13 QxR P, Q R 5, &c.), P B 3; 14 Q B 3 ch, S B 3; 15 P B 4, P S 3, and White has not such a preponderance in position as to enable him to overcome Black's superiority in numerical strength.

P. J. Doyle.

Problem No. 1342. By I. O. Howard Taylor.

(From the Illustrated London News.)



White to play and give mate in two moves.

GAME No. 677. (Petroff's Defense.)

(Contested lately by correspondence.)

L. W. Mudge, of Yonkers.	R. H. Seymour, of New York.
1 P K 4	1 P K 4
2 S K B 3	2 S K B 3
3 S×P	3 Q K 2 (*a*)
4 P Q 4	4 P Q 3
5 S K B 3	5 Q×P+
6 B K 2	6 S Q B 3 (*b*)
7 Castles	7 B K 2
8 R K 1 (*c*)	8 P Q 4 (*d*)
9 S Q B 3	9 Q K 3
10 B Q 3	10 Q Q 3
11 S Q S 5	11 Q Q 1
12 Q B K B 4 (*e*)	12 Castles
13 S×Q B P	13 B Q 3
14 B×B	14 Q×B
15 S×R	15 B K S 5 (*f*)
16 P B 3	16 R×S
17 P K R 3	17 B K R 4
18 B K 2 (*g*)	18 Resigns.

a] P Q 3 is the best move here, whence:—

4	5	6	7	8
S K B 3	P Q 4	B Q 3	Castles	P Q B 4
S×P	P Q 4	S Q B 3	B K 2	B K S 5
9	10	11	12	13
S Q B 3	P×S	Q Q S 3	Q×S P	P×B
S×S	Castles	P×P	B×S	S×Q P

14 B×B P, S K B 4, and the game is even.

The move 3 ——— Q K 2 is given by Ruy Lopez, and is recommended by Cosio, who says: Il cavallo del suo Re non prenda la pedina contraria del Re (S×P), perche e falso, ma deve giuocare in vece la sua Regina alla 2. Casa del suo Re, (Q K 2).

b] Not so good as B K S 5, althongh there is no saving the game now, e. g.

7	8	9
P Q B 4	Castles	S Q B 3 should win.
B K 2	Castles	

c] This line of play, although slower than that given in note "b" will do, on account of the constrained position of the defence, whose game is past redemption.

d] Why not Castle and then run home with the Queen? Fearing adverse Q P, we suppose.

e] A death stab.

f] These last three moves are very creditable to the defence.

g] Evidently disposed to bide his time.

GAME No. 678. (French Defence.)

(Contested lately in Philadelphia.)

G. Reichhelm.	I. E. Orchard.
1 P K 4	1 P K 3
2 P Q 4	2 P Q 4
3 S Q B 3 (*a*)	3 S K B 3 (*b*)
4 B Q 3	4 P Q B 4 (*c*)
5 P×Q P	5 Q B Q×Q P
6 B Q S 5+(*d*)	6 B Q 2
7 Q×P	7 B×B
8 S×B	8 Q Q R 4+
9 S Q B 3	9 S×P
10 B Q 2	10 S×S (*e*)
11 B×S	11 Q K S 4
12 S K B 3	12 Q Q S 5 (*f*)
13 Castles Q R	13 S Q 2
14 K R K 1	14 Castles Q R
15 P Q R 4	15 Q Q B 4
16 S K 5 (*g*)	16 Q×Q
17 B×Q	17 S×S
18 B×S	18 R×R
19 R×R	19 B Q B 4
20 B Q 4	20 B×B
21 R×B	21 K Q B 2 (*h*).

22 P Q S 4	22 P K 4
23 R Q 5	23 R K 1
24 K Q 2	24 R K 3
25 K Q 3	25 P K B 4
26 K K 3	26 P K S 4
27 P K R 3	27 P K R 4
28 P K S 3	28 P Q S 3
29 K K B 3 (*i*)	29 R K 1
30 K K 2	30 R K 3
31 P Q B 4	31 R K 1
32 K Q 3	32 R K 3
33 P K B 3	33 K Q B 3
34 P K S 4	34 R P×S P
35 R P×S P	35 P×P
36 P×P	36 R Q 3
37 K K 4	37 R×R
38 P×R+	38 R Q 6
39 P Q S 5 wins.	

a] This move condemned by Jænisch has been growing into favor again. If in reply Black play B Q S 5, White continues wit › PxP and then B Q 3, thus compelling Black to lose time by retreating his Bishop; or by BxS to leave White the commanding position B Q 3.

b] Black's best course; White must now either advance P K 5, weakening his center, or reduce the game to perfect equality by PxP, or following Paulsen's idea, play B Q 3, keeping the K P to block the Black Bishop. The last plan is acted upon here, but as we shall see Black gets the better game.

c] This forces an exchange in the center.

d] All this is of course compelled.

e] Black, who has played irreproachably up to this point, fails to see that S Q B 3 here, gives him the better game.

f] If QxK S P, White castles Q R with a good game.

g] White is willing to exchange all the pieces, thinking the end game will be in his favor.

h] Black does not desire an exchange of Rooks on account of the disposition of the Pawns.

i] The object is to break up the Pawns by P K S 4, and then play K K 4, but the line of play adopted executes the plan more safely.

Chess Magazines.

FRIEND BROWNSON:—You ask about my idea of a chess magazine. First I would devote twelve pages to problems, one problem to a page, leaving room for games or news. See page five of your February number. I would devote eight pages to regular problems, never giving more than one from the same author, and four pages to eclectic problems. I would give the best regular problem as a frontispiece, making thirteen problems in all. I would try and never publish an indifferent problem, and I would strive to get the best compositions from all composers that I knew. I would let them know that it was an honor to grace my frontispiece two months with the same problem. The eclectic problem I would try and get Martindale, Shinkman, etc., etc., to select one a month for me. I would also try to have my problems in two, three, four and five moves regular, no curiosity or ten and twenty movers. If I should give such a problem as No. 1334, I would give it in the margin. (No one solved this in the *Westminster Papers*, and I for one did not look at it when the solution came). I would inaugurate a grand tournament with twelve prizes, and I would give time enough for the problems to be composed one year at least, each set to consist of five prob-

lems in one, two, three, four and five moves, with motto (envelope system), let me say "*en passant*," that I was always opposed to your giving away five dollars a month for a solution list, this in one year is sixty dollars, enough for the first prize in a grand tournament. I would have a solution and a review tourney. I would have Andrews and Pierce, Mudge and Carpenter, Shinkman, Martindale and others if possible. I think that when a composer makes a problem that pleases, he should know it, and when he makes a bad one he must be told of it; in fact, the bird that can't sing and will sing must be choked. I do not like No. 1334, and though you gave it as an illustration, I fear I would never see through it. I find that I can not tell all the things I would do in one letter, and will let you guess at the remainder.

Yours truly, —— ——

In Memoriam.

Long time ago the times were good,
And work was plenty, so was food,
Eight hours a day we toiled, and then
Our labor done we went again
That Broadway down to Nassau street,
All those chess fellows there to meet.
We'd coffee, beer and plenty wine,
And chess and cakes till half past nine.
Oh, happy, happy were those days
With Evans' Gambit and some plays
We used to show those country chaps
Who came to win, but lost, perhaps.
Pobish was a jolly old soul;

He lived upon the Bowery,
And when he came and took a board,
You bet some chess was there to see.
Pawn to King's fourth I play, he said;
His Pawn the same the stranger went,
P K B 4 both sides the same.
K P takes K B P, he snapped.
P K R 4, was the reply,
And P takes P again his game.
B Q B 4 and P Q 4;
Q checks, and then the fun began.
But now, alas! hard times have come,
The landlord sends us frequent *checks*,
Which brings us all to *Pawn* and *move*.
The stormy nights are lonely now
Within the Castle dull and gray;
The chess fiend finds no lunch around,
No Dame to charm his life away,
He sinks unknown into the ground.
Deep buried where no play can save,
And Springers jump upon the grave;
Where King and Knight alike are laid.

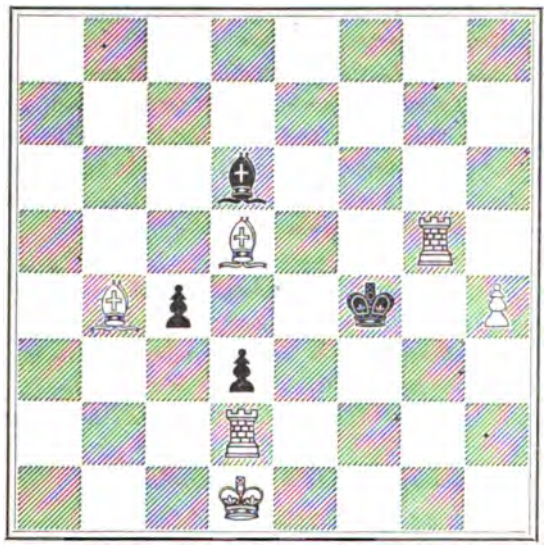
* * * * *

Silent and sad those walls do frown,
All solemn, dull and gray;
The dusty clock alone shall tick
To scare dull care away.
Anon the brilliant sun may shine
And seek to shed his light,
But all in vain, no face he'll warm,
All gloomy, sad as night!
There chess and chessers nevermore

Shall play at Number ninety-four.
The doors are closed, the curtains down,
The chessmen broken on the floor;
The King is dead, the mate is given,
We'll meet no more this side of heaven.

* * *

Problem No. 1343. By W. R. Hale.



White to play and mate in two moves.

Hartford Chess Circle.

We learn from the *Hartford Times* that the Chess Circle in that city now numbers fifty-five members, with more in prospect. This is splendid, friend Belden, but too large a ring may not hold together very

long. In the meantime, all kinds of original ideas are essayed. Several players are paired, and without consultation A. and B. start the game at board No. 1, as antagonists, then pass to No. 2, then to No. 3 and so on, while C. and D. follow, making the second moves in each game, by this means swinging around the circle until some dizzy one is checkmated. This while a novelty must doubtless create a great amount of social merriment. When this becomes an old story we expect to see John G. introducing four handed chess, chess *a la Tamerlane*, and perhaps a huge board with squares *ad libitum* in which, after the sterner conflict of the evening, the combatants will go pirouetting off, the Queens to the dulcet tones of the harp and the Knights to the stirring notes of the Caissan pibroch.

Sunday Morning Voice.

On the 4th ult. the *Sunday Morning Voice*, of Cleveland, Ohio, John B. McKim, chess editor, made its neat appearance. Besides its news items, problems and analysis of Fraser's Attack in the Scotch Gambit, we find the following opening poem by C. H. W., composed expressly for the *Voice:*

When on Caissa's checkered field
Her mimic armies we array,
When without sabre, spear or shield
We join in fierce, relentless fray.
With plot and counterplot we wage
Round castle walls tenacious strife,
And all our powers of soul engage
To quench or save a royal life:

No booming cannon fills with fear
The adversary's trembling heart.
No rolling drum or ringing cheer
Inspires to act a gallant part.
No bugle note, or clarion tone
Sends legends charging o'er the plain,
But victor crowned is he alone,
Whose is the shrewdest, clearest brain.

The gladiator's form and mien,
His brazen bones and toughened thews,
His brawny limbs, are powers I ween,
Caissa's votaries never use;
They use no fraud, no low deceit,
No hazard turn of card or die,
No artifice of gambling cheat,
No skill to look, or act a lie.

Around the board 'tis ever meet
That Candor hold no humble place,
That Sterling Honor takes his seat,
Supported by each gentle Grace,
That Patience soothe the Knights who fall,
O'er-vanquished in the bloodless strife,
And Courtesy preside o'er all,
To give the zest of social life.

Ours is the true, the noble game,
Where cultured mind meets cultured mind,
Where those who win the meed of fame,
Are GENTLEMEN, complete, refined.
Where thought, the subtle power of thought,
Links force to force in perfect train,

Till all to unity are brought,
As welded links make up a chain.

Here let us rear Caissa's fane,
Here consecrate to her a shrine,
And bid her friends beyond the main
Their votive garlands intertwine
With humbler blossoms, native here,
Which we, her devotees, e'en now
Have gathered in from far and near
To wreathe around her radiant brow.

Problem No. 1344. By F. W. Martindale.

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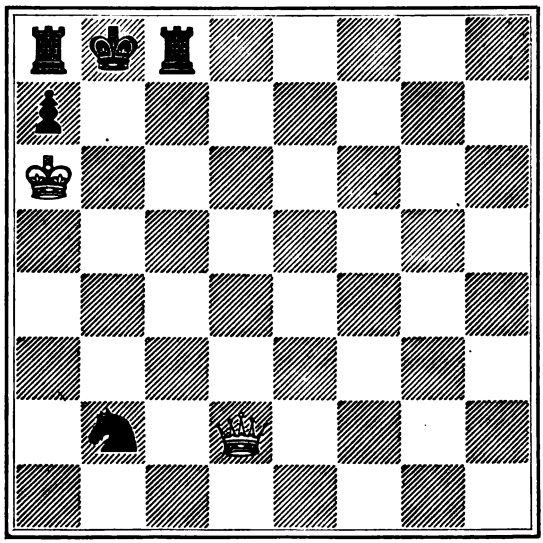


WHITE.

White to play and mate in five moves.

New York Chess Clubs.

The New York Chess Club holds forth at the Café Cosmopolitan, No. 1½ Second Avenue.

Another chess assembly may be found at the Café International, 294 Bowery.

Turner Hall Chess Club, 66 and 68 East Fourth Street.

The Brooklyn Chess Club, Mercantile Library Building, Montague Street.

Philidor Chess Club, 212 Graham Avenue, Williamsburg.

Philadelphia Chess Club.

At a late meeting the following officers were elected for 1877:

President, J. M. Bennett; Vice President, J. H. C. Whiting; Secretary, W. H. Sayen; Treasurer, Emerson Bennett; Directors, J. Abbot, H. B. Bates, E. Bennett, Jr., E. Darrach, F. Day, J. Elson, W. H. Helmbold, A. Herzberg, S. Hildeburn, J. Kaiser, J. L. Ringwalt and G. H. Stout.

St. Louis Chess Club.

This Club meets every evening at the chess room in the Mercantile Library Building. Chess players, strangers in the city, are always cordially welcomed. At the meeting on the first of November last, the following officers were elected for one year:

President, R. R. Hutchinson; Vice President, W. F. Mellen; Secretary and Treasurer, C. D. Moody; Directors, R. Chauvenet, W. Brown.

El club mexicano de ajedrez.

Se halla situado en la 1ª calle de Plateros, numero 15, entresuelos. A él no concurren sino personas de la mejor sociedad de México, y el dueno del establecimiento, D. Miguel Andrade—es de justicia decirlo—trata con esquisita atencion y delicadeza á cuantos individuos se dignan asistir á la casa. Como en el club se reunen los mejores ajedrecistas de esta capital, advertimos á las personas que deseen visitarlo, que pueden hacerlo cuando gusten, dirigiéndose ántes al Sr. Andrade, á fin de obtener su consentimiento; cuyo consentimiento no les será negado de seguro, siendo personas de buenos antecedentes las que lo soliciten.—*From La Estrategia Mexicana.*

Donoho Chess Club.

President, L. B. Settle; Secretary, R. L. C. White; Treasurer, H. T. Norman.

This flourishing chess club meets every evening, except Sunday, at their rooms over the National Bank of Lebanon, Tennessee. Visiting chess-players from abroad are heartily welcomed at all times.

Ottawa—Ontario, Canada,—Chess Club.

At a late meeting the following were appointed officers:

President, J. B. Cherriman, Vice President, G. P. Baker; Secretary and Treasurer, Rev. T. D. Phillips; Committee, Messrs. L. A. Catellier, D. S. Bastwood, F. A. Lambert, T. C. Larose and J. Ritchie.

Tilton—N. H.—Chess Club.

President, C. C. Whittier; Vice President, H. B. Holman; Secretary, L. S. Atkinson; Treasurer, F. W. Fletcher.

Chess in St. Louis.

FROM OUR SPECIAL CORRESPONDENT.

St. Louis, February 18, 1877.

The most important events which have happened in the chess arena here during the weary winter months may be briefly stated as follows:

The *Globe-Democrat* chess column, which, in times gone by, was so tenderly nourished by the fostering care of our mutual friend, Mr. Judd, has been for a considerable length of time laboring under a severe affliction, but thanks to the energetic and enterprising proprietor of that paper, a physician has been procured, and the column is once more rapidly regaining its former strength and healthy condition, however it yet stands in need of the greatest care and attention. We have been assured by its present manager, Mr. Wash, that no pains, labor or expense will be spared to make its influence once more felt among the chess publications of the day.

The annual tournament of the St. Louis Chess Club, inaugurated about the first of November last, was finally closed on the 10th inst. The prizes, six in number, besides a couple of special ones to be awarded to the players making the best scores in their respective classes, were disposed of as follows:

Mr. Judd (first class) won the first prize, a very elegant card receiver of the latest pattern, and valued in the neighborhood of $35. The second, a beautiful pair of opera glasses worth $20, fell to the lot of Mr. Alexander, a young player of great chess ability.

Mr. John C. Holman (second class), whose chess genius is undisputed, and who is conceded by all acquainted with his play, to be one of the most brilliant and dashing players in the city, was the recipient of the third prize, a very handsome castor.

The fourth and fifth prizes lie between Messrs. Foster and Geggie, while Messrs. Dougherty, Nelson and Wash are tied for the sixth. The special prizes have not yet been awarded.

The tourney was a complete success in every sense of the word, and the managing committee, Messrs. Judd, Dougherty and Merrill, deserve the highest praise for the commendable manner in which the whole affair was conducted. The players were so evenly matched at the odds' practiced, (except in the case of Mr. Alexander, who should have played in the second instead of the third class), that for some time it was impossible to tell who would be the prize bearers.

In the first class Mr. Judd alone stood pre-eminent, while in the second and third Messrs. Holman and Alexander shone as the brightest luminaries. The odds yielded by first to second class were Knight and move, to third Rook and move; the third received of second Pawn and move.

It was the intention of the committee to so weight

Mr. Judd down with odds as to make it almost impossible for him to gain a prize; how well they succeeded we have already seen.

About the same time that the chess club tourney opened, a problem tourney under the auspices of the *Globe-Democrat* was started, which proved a complete failure. This tourney was intended only for local competition; this fact alone was enough to kill it, and did kill it. It is rather unfortunate that the *Globe's* first attempt in this direction was so unsuccessful, especially since it is intended to establish another within the next month. This time it will be open to the world, and offer prizes that will induce competition from all parts of the globe. A considerable amount has already been subscribed, and it is only the perfection of the necessary details that prevents its final announcement.

A second tourney of the St. Louis Chess Club will be opened on the first of March. The following is a list of those who have already entered: Messrs. Watts, Wash, Nelson, Meltonberger, Kerr, Dougherty and Holman. As yet it is not known what the prizes will be, in fact none seem to care much so long as they have an opportunity of keeping themselves in practice and a chance of winning the honors. Mr. Judd has been excluded from entering.

Hoping this information may be of interest to some of your readers, I respectfully subscribe myself "BISHOP."

ERRATUM.—In No. 74, page 18, Mr. Eitner was first player in, and Dr. Jentz winner of Game No. 672.

DEXTER SMITH'S

PICTORIAL, MUSICAL, DRAMATIC, LITERARY, HUMEROUS, ART, HOUSEHOLD AND FASHION MAGAZINE.

The above is the title of a splendid monthly, which has an elegant and attractive chess column, edited by Mrs. Ella Spencer, P. O. Box 36, Jenkintown, Montgomery Co., Penn. This magazine is sold by all newsdealers, price 15 cents, and for variety it beats giants, dwarfs and marionettes.

THE CHESS PLAYER'S CHRONICLE.
New Series.

LONDON: DEAN & SON, FLEET STREET.

All communications intended for this magazine should be addressed to the Rev. C. E. Ranken, St. Ronan's, Malvern, or if for the Problem Department to J. Crum, 16 Bothwell Street, Glasgow.

We extract the following game and notes:

GAME No. 679. (Scotch Gambit.)

Professor Wayte.	Mr. Minchin.
1 P K 4	1 P K 4
2 S K B 3	2 S Q B 3
3 P Q 4	3 P×P
4 S×P	4 B Q B 4*
5 S K B 5	5 Q K B 3
6 S Q B 3	6 K S K.2
7 S K 3	7 P Q 3
8 B K 2	8 S K 4 (*a*)
9 Castles	9 P Q B 3
10 P K B 4	10 Q S K S 3
11 K R 1	11 B×S (*b*)
12 B×B	12 Castles
13 Q Q 2	13 P K R 3 (*c*)

14 Q R Q 1	14 P Q 4
15 B Q 4 (*d*)	15 Q Q 3
16 P K B 5	16 S K 4
17 P K B 6	17 P×P (*e*)
18 Q×P	18 K S S 3
19 P×P	19 P K B 4 (*f*)
20 P K S 4 (*g*)	20 P Q B 4
21 P×P	21 P×B (*h*)
22 P K B 6	22 Q×B P
23 R×Q	23 P×S
24 B K R 5	24 P×P
25 B×S	25 S×B
26 R×S+	26 P×R
27 Q×P+	27 K R 1
28 R K S 1	28 B K S 5

And White mates in three moves.

NOTES BY PROFESSOR WAYTE.

a] In some subsequent games Mr. M. played here B K 3, and afterwards castled on the Queen's side. The result of this variation—of which we hope hereafter to give specimens—was a perfectly even game.

b] To prevent P K 5, and ou P taking P, S K 4 winning a piece.

c] Black has no time to bring out his Q B and Q R. He is now threatened with P K B 5 and B K S 5, involving considerable danger to his Queen, and a decisive inferiority in any case.

d] Better than taking the Q P. White now ensures the advance of P K B 6, and the break up of the King's defences.

e] 17 K S S 3 would have prolonged the defence; but 18 PxP 18 KxP, 19 B K 3 would still give White an overpowering attack.

f] If the P retakes, 20 BxS, followed by 21 SxP is the winning combination.

g] There is no defence against this move. If 20 Px

P, 21 S K 4 21 QxQ P, 22 B K B 3 wins.

h] Black is now compelled to give up his Queen for the advanced Pawn; but BxP is scarcely any better, e. g.:—21 BxP, 22 RxB; now if 22 PxB 23 S K 4, and 24 B K B 3 wins as in the last variation.

* If this defence be adopted, it is better to play Q B 3 before moving the Bishop; White cannot then with any advantage play his S B 5, on account of the reply P Q 4, followed, if QxP, by S S 5, &c.—[Ed.

The Grab Gambit.

The following lines were suggested by Game No. 57, in No. 14 (April, 1871,) of this Chess Journal:

Arms and the men I sing, who forced by fate
Caissa's votaries impelled to mate;
Who oft have met, and oft will meet again,
In ardent rivalry to slay the slain:
In which before a battle's lost or won,
Before, indeed, a battle is begun,
Each rival army's placed about a board,
Each side presided over by its lord,
Each lord supported at the proper side
By best adviser, his most loving bride.
While next to each is lordly Bishop placed,
By which their majesties must both be graced
(If truth be told, to other countries' shame,
They noble Bishops "fools" and "valets" name);
Each Bishop guarded by a mounted Knight,
The most eccentric in the coming fight;
While next to these, in farthest corner's nook,
Is placed a Castle, also called a Rook.
The King and Queen and Bishop, Knight and Rook,
A Pawn to help them in the fight each took.

The doughty commoners, sixteen all told,
In second rank are placed, both brave and bold,
And eager for the fray, in duty bound,
Protecting those who in first rank are found.
And then the fray commencing with the Church,
Whose pride is to be never in the lurch.
Emboldened K B P to move twó ranks,
The adversary moving "same with thanks."
The King to help his forward Bishop's Pawn,
Then moves his own to two squares further on,
Who suffered capture by the K B P;
Which seemed no cheerful thing for White to see,
Whose King's Pawn having thus gone off the board,
Before he'd time to hardly draw his sword.
Aroused the courage of his dear fair Queen
To sacrifice herself, as soon was seen,
By boldly moving on to K R five,
As boldly crying, "Check!" as I'm alive.
Black King's Knight's Pawn, his honored King to save,
By moving "one," the Queen a challenge gave,
Who cried, in haste, "My lord, for your dear sake,
Command your Bishop one square more to make."
Which soon as said was just as quickly done.
The Queen was lost, for Church the battle won.
Let "Scholars," "Fools," and others quickly mate,
Grab Gambit here doth give sad Grab his fate.

—*From the London Figaro.*

Problem Game by G. Reichhelm.

Both sides to be stale-mated in 27 moves, Black's moves to be the exact counterpart of White's.

Chess by Correspondence.

Persons desiring to play a few games of chess by correspondence will address, without further ceremony, Jos. W. Belcher or John A. Belcher, Lock Box 761, Providence, Rhode Island.

The Detroit Free Press.

The above is known in every nook and corner of our land as one of the brightest and most interesting weeklies in the country. T. P. Bull conducts its excellent chess column. We furnish the *Free Press* and this JOURNAL to one address for four dollars per annum.

Query, by Dr. A. Ortman.

The Doctor asks why in Game No. 670, in the last number of the JOURNAL, Capt. M. at move 14 did not play Q K B 1 and mate next move?

Problem Tourney.

The Hartford (Conn.) *Sunday Globe* offers eight prizes for the best sets of either two or three move problems—two problems in a set—and the list to be closed June 1, 1877. No limit to the number of problems entered by any competitor, and competition open to all.

Mr. Wisker, the champion of the British Chess Association, has lately left England for Queensland, Australia, where he will reside for some time. His most formidable rival in the Southern Hemisphere is probably Charles Benbow, Esq., of Wellington, New Zealand.

Chess in New York and Vicinity.

BY OUR SPECIAL CORRESPONDENT.

NEW YORK, February 20, 1877.

DEAR JOURNAL:—There has been considerable movement in chess circles since my last, and no falling off or lack of interest.

The chess players of Jersey City Heights have formed a "Circle" which meets for play every Wednesday evening at Wolf's, on Palisade Avenue, near the elevator. They have not, however, completed their organization yet.

At the New York Chess Club considerable interest has been aroused in the challenge Cup Tourney about to be inaugurated for the purpose of ascertaining who is the strongest player in the club. At the last regular session, a handsome solid silver cup was purchased. On Saturday last a special meeting was held, at which the committee on the Challenge Cup Tourney reported a set of rules for the government of the same. The report was adopted and the Rules ordered printed. At this special meeting, also, the distribution of prizes for the seventh annual tournament was made. Mr. Grunberger, the vice president, in the chair, with a few well chosen remarks presented the first prize, a very beautiful gold medal in the form of a Maltese cross with a chess King for its center, to Dr. O. F. Jentz, the financial secretary; the second prize, a traveler's board and men, to Mr. J. Staengler; and the third prize, a club set of men and board, to Mr. A. A. Griffen. On account of the

absence in Europe of Mr. R. Andres, the fourth prize was not presented.

The "Amateur Chess Tournament" at the Café International came to a close about ten days ago. Mr. Otto Henshel was the winner. Much fault has been found with the manager, Mr. Ensor, who, it is said, is about to leave for Europe. The Café International will soon be removed to the spacious and elegant rooms corner of Broadway and Fourth street, diagonally opposite the old Morphy Chess Rooms. The place is L shaped, the same as the present Café; it is narrower but much deeper, and there will be plenty of light and ventilation. Mr. Bird has again alighted at the Café International after his flying visit to Buffalo and the Canadas. He is looking in better health than when he left, and has challenged Capt. McKenzie again. I should be much pleased to see a match between Mr. Bird and Capt. McKenzie, but I have no doubt of the result.

Mr. Lieders, the polite and gentlemanly proprietor of this Café, says he expects to occupy his new place about the 10th of March, and that he will greatly increase the immense number of newspapers and magazines now kept by him for his patrons, until it embraces all the leading journals of the world.

The Turner Hall Chess Club have just begun a novel Tourney. The members are divided into four classes. Each member is expected to bring a present to be used as a prize—each according to his means—from a handsome chess book down. In addition to these the club give four prizes. The members of a class take choice of the presents brought

in by members of their own class according to their score, and then the four gentlemen leading the score in their respective classes play for choice of the club prizes.

Mr. Mason is announced to travel and give "private seances," perhaps he has become a materialistic medium, and we shall have a trial of his skill with Stamma or Philidor.

I see in the *Chess Player's Chronicle* for February that by the death of Herr Lowenthal, the honorary members of the London Chess Club were reduced to two, V. der Lasa and Morphy. At the last meeting of the club, Messrs. Boden, Steinitz and Zukertort were elected honorary members.

Mr. Morris Judd, of Washington, a brother of Max Judd, of St. Louis, has been visiting the chess circles of this city. He plays well and rapidly, winning a majority of the games contested here so far.

Breitenfeld, the great problematist, has just discovered that the highly praised *Clipper* problem is nothing but a re-vamp of an old position by Dr. S. Gold and H. Braune. E. N. PASSANT.

SOMETHING NEW IN CHESS.

Three Prizes of $75 in Gold—A Literary Treat—A Novel Tourney—Poems, Essays and Stories—Open to the World.

For the purpose of advancing the literature of chess, and opening up a new field to the admirers of the game, we propose to inaugurate a composition tourney, or a literary competition, and to stimulate efforts we propose to offer prizes for the best origi-

nal poem, the best original essay, and the best original story, each to be on the subject of chess. We are induced to offer these attractions, not alone because we desire that our readers may enjoy a literary feast, but because we feel that the literature of the game has been sadly neglected in this generation, and in our humble way we are anxious to invite and encourage exertion in that direction. The field of problems has been very thoroughly worked through a multiplicity of tourneys, incited by prizes, and through the efforts of many who were striving for honor and a commanding position in the niche of fame. This branch of chess has been so completely monopolized, that the *Times* column, which aims at originality, diverges from the beaten track and offers something new in the world of chess. We do not depend so much on the amount of the prizes—for the sum is wholly inadequate—to bring out the latent literary talent of the chess-playing fraternity as we do on their pride in furthering any project tending to advance the game of chess. Here are the prizes:

TWENTY-FIVE DOLLARS IN GOLD

for the best original poem on the subject of chess.

TWENTY-FIVE DOLLARS IN GOLD

for the best original essay on the subject of chess.

TWENTY-FIVE DOLLARS IN GOLD

for the best original story on the subject of chess.

The conditions are as follows:

I. Competition free to all.

II. No restrictions as to the length of the articles.

III. American competitors must send in their contributions on or before May 31st, 1877. And foreign competitors, on account of distance, will be allowed one month longer, bringing it to June 30th, 1877.

IV. The prizes will be awarded by a committee appointed by the editor of this column.

V. The contributions or compositions are to be the exclusive property of the editor, to be used as he pleases.

VI. The prizes will be awarded and paid as soon as possible after the tourney is closed.

VII. The name of the author must accompany the article, but will not be made public without the consent of the writer.

VIII. Any article entered for competition must have a suitable heading as a distinguishing mark for the convenience of the examining committee.—*From the Hartford Times Chess Column for February 24.*

For further information as to the above, address John G. Belden, Hartford, Connecticut.

This is by far the most generous offer we know of in favor of advancing the interests of chess. It proves that its author is in earnest in his devotion to the game, and that he is an excellent judge of what is most needed. We nominate him as the best man for *President* of the next AMERICAN CHESS ASSOCIATION.—[ED. JOURNAL.

James Mason, the distinguished New York chess player, contemplates making a professional tour through the United States, giving exhibitions of his chess skill *en route*. As he is now filling in his dates, chess clubs should act at once.

TO CORRESPONDENTS.

MULTIS.—We can not always answer every query immediately by letter. Solvers will receive their return letters *au plus tot.*

1046. We give variety because the tastes of chessers are so very different; one likes games, another says, "Give more problems." One says, "I like plenty of reading matter," and another writes, "Too muchee talkee." It seems to us, that a chess journal should be like a big table loaded with a great variety of viands, and that the guests should choose therefrom; of course if you select a Chinese soup, it may be hard to tell what you are eating. For the JEROME OPENING play a few games by correspondence with A. W. Jerome, (the inventor), P. O. address, Paxton, Ford Co., Illinois, and try it over the board when opportunity offers. It is brilliant.

1091. A friend in need is a friend indeed. Unless Sam Loyd tires of chess, we see no reason why he should not continue as he began.

1414. It is laborious examining many solutions; no wonder "the sun was hot and the weather it was dry." The long story will be in the April number; it was too late for the March one.

1443. All our Tourneys are open, see JOURNAL No. 69. One solution to a problem gives us trouble and work enough; it is some times very difficult to find the flaw in a proposed solution to an intricate problem. Dr. C. C. Moore has the Centennial Tourney Problems in hand, and he will have them out in elegant style and at the earliest possible date. His address is 155 Broadway, New York. E. B. Cook

and Sam. Loyd complete the triumvirate.

574. His address is, N. Dominguez Cowan, 1ª de Sn. Francisco, No. 13, City of Mexico, Mexico.

401. The Chicago Chess Congress Book was printed last spring. You should write to A. W. Sansome, secretary Chicago Chess Club, 63 and 65 Washington street, for information concerning your copy of the Congress Book. We understood before the Congress that for every $5 subscribed, a Book of the proceedings would be furnished; for our $20, however, we received but one copy. Guess there is a screw loose somewhere that needs tightening. Perhaps your copy was lost in the mail.

659. What you call "Egyptian hieroglyphics" is simply the German Notation, which is the surest known, as it gives the square from which a move is made, and the one to which the piece is played, together with the name of the piece; in fact, it is a double scoring.

1427. We always prepay postage on the JOURNAL, even to foreign lands, Mexico, Germany, Australia, etc., without any extra charge.

1704. Sometimes when a form of type is made up, and the last proof is correct, a type falls out in handling the form, and thus a K may be replaced by an R, but we always play over every game from the printed copy one or more times, to avoid errors, and still they be.

502. Problems from you and from everybody are welcome. *Entre nous* we like easy problems the best; especially problems with few variations, so that when you get the solution you can see it.

Others there are who consider the greater the number of variations the better the problem, *Chacun a son gout.*

1402. The Canadian Correspondence Tourney is not quite finished, but victory is sure for the United States. The Lebanon Problem Tourney is closed, but the prizes have not yet been awarded. The numbers (as 1402 above), before answers to correspondents, are formed thus:

C., 3d letter of the alphabet, - - -	300
H., 8th letter " " - - - - -	80
D., 4th letter " " - - - - -	4
No. for C. H. D., - - - - - -	384
Again. X., 24th letter, - - - -	2400
Y., 25th letter, - - - - -	250
Z., 26th letter, - - - -	26
X. Y. Z., - - - - - - - -	2676

In this manner your initials form 1402. Every one can easily tell his own number this way, and puzzle out his neighbors', if he has nothing else to do.

1899. Solutions should be given in full, except, perhaps, the last move. A partial solution is no more a solution than a part of a dinner is a full meal.

1034. Address for *La Estrategia Mexicana*, A. C. Vasquez, San José de Gracia No. 15, City of Mexico, Mexico. Ask at your Post Office about prepayment, which is compulsory. We can furnish any chess magazines for cash; those on our exchange list are mostly odd numbers. The only way to prevent chess plagiarism is to expose the perpetrator.

Brownson's Chess Journal

LXXVI. APRIL, 1877. NO. 76.

CHESS NOTATION.—We use in this Journal the American Notation or abbreviation, viz: K for king, roi, rex or koenig; Q for queen, dame or regina; R for rook, castle or tour; B for bishop, fou, laufer or alfiere; S for springer, knight, horse or cavalier; P for pawn, pedona, bauer or pion.

Tourney Six. No. 61.

BLACK.

WHITE.

White to play and give mate in three moves.

On the Square, or a Night with Chessers.

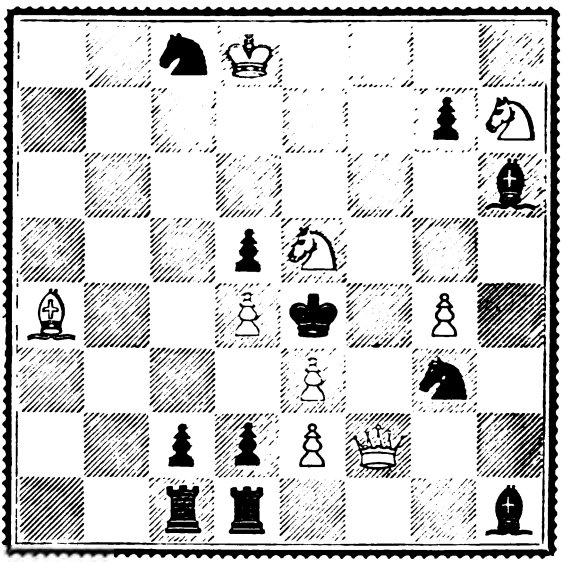
BY JOSEPH WAINWRIGHT.

It is New Year's Eve in one of those dozing and professionally easy-going old villages which cluster so thickly in world-famed Warwickshire of Shakespearean memory, and it is just such a lovely star-decked eve, air bracing enough to make a body tingle and glow with healthful electricity from top to toe, a light mantle of snow glorifying the landscape, scarcely thicker and far more beautiful than any bridal veil, and throwing the old church and huddled-up village into wierd yet fascinating effects of light and shade. Just such an evening I repeat, when all the world snuggles indolently in the grimy old chimney corner in preference to stepping beyond the threshold to see the chaste designs of God's handiwork worked in spotless snow and frost. This same idea of misplaced cosiness was apparently centered and consolidated in a couple of individuals whom I will here respectfully and respectively introduce, as the curate and clerk of the venerable old pile, (a souvenir of feudal times), in which the humble rustic and self-important squire had worshipped together for generations; at the moment of introduction they were sitting *vis a vis*, in a state of olemn petrification, as it were, their eyes mutually armed by a chess board that adorned a table of English oak that stood between them: they were odd pair in snug quarters, the said quarters being kitchen of the "Harvest Home," the old village

inn, rival of the church in quaintness of architecture, and boasting with justice of a fat larder and generous tap; such aids to the intellect as well as the thew and sinew, the Reverend Tom Chester and old Powis, the clerk, had many evenings referred to, between tough and sustained battles of chess. Mine host of the "Harvest Home," the thick skulled Jim Booldose, would oft bend over them and their game a half wondering, half pitying glance, that seemed to travel very slow and deliberately from his globular and almost lidless eyes, that word *globular* describes the whole man, a good astronomer might have tattooed a map of the world on his rotund figure and turned out a very fair perambulating globe. This particular evening he stood with his back to the huge open fire and gazed stolidly at our players; suddenly an idea struck him hard enough to make him jump and wheel round his "gaze" to the old monument of a clock seven feet high; it stood in a corner, and possessed a chronic and intermittent wheeze instead of a tick. "Eh mun! Eh mun!" Booldose suddenly ejaculated, shaking the clerk at the same time by the sleeve, "'T lacks but foive minnits o' th' hour; speed ye to the bells." This announcement fell on our chessers like a thunderbolt. "I give you the game," called out old Powis, as he jumped for the door. The Reverend Tom Chester followed, leaving the board untouched, and the tails of his ecclesiastical broadcloth were horizontal and undignified as he sailed through the portal. But why this abruptness in those who so lately were immersed in the calmest abstraction? It was

simply because a "triple bob major" on the church bells was to welcome in the New Year. The Reverend Tom loved the chimes, and did not disdain handling the tenor bell. Old Powis could hold his own in the peel, spite of his advanced age. They had but five minutes in which to reach the belfry, as it was within that time of twelve, midnight. This explains the mystery at once. May be the reader is curious to see the game at the stage in which it was left. I therefore append it:

Problem No. 1346. By G. B. Valle.



Soon the gladsome heralds of the new born year imed out their rollicking welcome, and woke up l Booldose out of a bad relapse into his normal

state of mock meditation. He laid the board aside carefully, and took his long clay pipe out of the corner, lit it, and puffing away vigorously waddled to the door the better to hear the bells, (their merry, melancholly music having the same sacred, unutterable charm for his as for every Englishman's heart). His hand was on the latch when the door opened with insidious swiftness, shattering one of his "household gods," (his pipe), and violently colliding against the other, (his stomach). The poor man was too solid to bend double in his agony, so he sat down on the floor with a faint, "Lord ha' mussy!" welling from his lips. The author of the catastrophe, who was by this time inside, promptly came to his aid. He was a tall, smart, handsome young fellow, with a snapping, merry eye, and o'er his expressive lips (the home of humor) there dodged at this moment an unbridled grin; the observation that escaped from them, also, trumpeted loudly his nationality: "Fell in his tracks, by thunder!" was all he said until he got the old man on his feet again, then he ordered the best in the larder for supper, walking to the fire the while, then commenced a series of denunciations of the whole British railway system, because he had been kept locked up in a chilly little compartment all the way from London, his pipe being put out also by officious guards at various way stations. Bye and bye the genial warmth from the massive old fireplace seemed to tone down the savage, critical bile that so disturbed his internal economy. He commenced to examine the odd-fashioned appurtenances of the kitchen with the critical acumen of a *genre*

painter; the low iron tripod standing near the fire in the big chimney corner and supporting a huge, burnished, copper boiler, the pride of the kitchen, the two benches of dark oak, cunningly carved, in the same capacious nook, reposed on either side of the tall open grate, so that any one sitting there and looking far, far up the chimney could see the blue section of sky as from the bottom of a coal pit. All these details met the eye of our traveler in succession, charming and softening it by the magnetic emanations of comfort they seemed to spread around; then, too, the ceiling frescoed (?) with the home cured hams and sides of many a proud porker and bunches of sweet pot herbs formed an odorous little forest in one corner; the lofty old mantle shelf was smoke dried and dusky with age, but it still supported a cargo that represented, to the awe-struck fancies of the villagers, a veritable museum, to-wit: An elephant's tusk rudely carved by some sailor into an historical device, tenderly portraying the parting of William and black eyed Susan. This had a "furrin" and tropical interest about it that told immensely on these untraveled rustics. There was also a ship in full sail made of glass, with delicate crystal cordage, peacocks' feathers in strange old pottery vases, and a real Indian tomahawk (pedigree unknown). Truly a rare collection, not half so curious, though, to the sated connoisseur of museums as the hearth of grotesque Dutch tiles, the stiff looking chairs, hand made and back aching; the red and blue tiled floor, sprinkled with saw dust of a pungent odor; the little criss-cross window frames, with

their diamond panes of glass; the yards of clay pipes, pewter dish covers 'gainst the wall, and mugs on the table, antique majolica flagons, and a double winged angel of a fire screen to hedge in the warmth. It was truly a jolly haven for the worn traveler. So thought, at least, Zach Gillspie, our new friend, as he settled restfully down, and addressing the landlord, quoth he: "Does Tom—that is, does the Reverend Chester locate hereabouts, friend?" "Aye, sur, he do that," replied mine host, "he be ringin' the chimes wi' owd Powis and the younkers. Mayhap he'll step in for yander boord on his way whoam. He lives o'er the hill, back o' the church, but you'd best stop a few minnits; he's bound to call in." Zach resolved to await his friend's arrival, and being a chesser, and not noticing the board before in his general scrutiny, he went over to it, (the position was untouched), and bent over it with the rapt attention of a young mother over the cradle of her first born. He forgot his supper, telling the maid servant, when she set his meal and called his attention, to "git," and immediately apologized for his rudeness, to her open-eyed astonishment. Finally he rose, with the light of success dancing in his eye, offering to bet creation that White could play and mate in two moves.

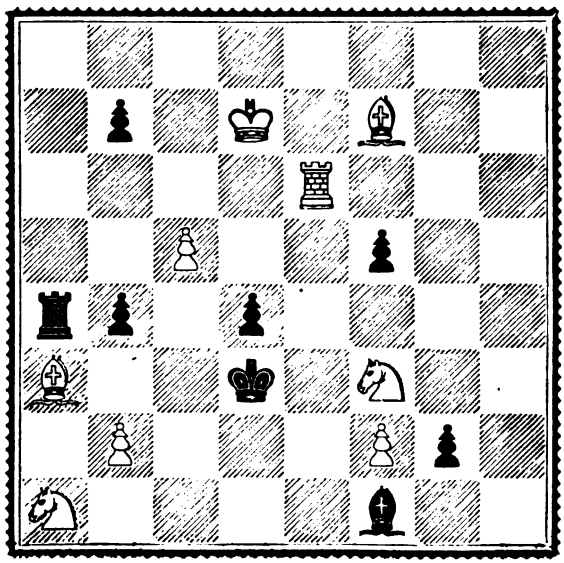
"Done!" called a voice from behind an inner door, and the Reverend Tom Chester, who had entered the house in the rear on account of the lateness of the hour, (old Booldose had locked the front door after his collision with it), rushed to embrace his friend, old Powis and a couple of

the aforesaid younger bell ringers following after. They must needs call at the "Harvest Home" (seeing a light still burning), to salute the landlord, seeing it was New Year's morn, but just born, and "get a summat to wet their whistle" before finally retiring. But what greetings between the Reverend Tom and his Yankee friend; what reminiscences. They had studied together at Heidleberg until Tom's father died, with barely money enough left to bury him decently, so poor Tom had to leave Germany and take his present poorly paid curacy after due ordination. Zach had remained at college two years after Tom's departure, and was now returning home to Boston, Mass., but proposed staying a few days in the "Little Isle" to visit his old friend. So here he sat with him and eat his little supper, ordering "drinks round" for the ringers in true, generous, American style, and by his fluency and racy anecdotes soon made himself the "bright, particular star" of the little group. Mine host, of drowsy proclivities, declared he was a "sharp un." Even the interests of chess were not forgotten by Zach. "Did Tom call to mind the little French student at Heidleberg? Pierre Pantin was his name; he of the phenomenally long and rosy nose, with a temper just as fiery as that important member, and a self-importance worthy of it." Tom smiled and nodded. "Well, did he remember Smeiser, Carl Smeiser, a tall youth with pink eyes and snow white hair like a white mouse, and who supported a colossal meerschaum?" "Aye, bye the bye," replied Tom, "he was that promising young Sanscrit scholar." "Just

so," quoth Zach; "well, he and Pierre were playing a game of chess one afternoon last fall, in Smeiser's room, I believe. They were a pretty even match, but Frenchy was getting gradually worsted as the game developed. He kicked the leg of the table and spilled a man or two off the board. A grand racket was organized on the spot. Smeiser saw through Pierre's insidious design and called him a 'mean little long nosed tapir.' Mind you, Smeiser had his famous meerschaum pipe smoking at the time; well, would you believe it, that spiteful little Pierre, who was too small to fight Smeiser, went for his pipe and annihilated it. More men were spilled and rolled off the board, and the first thing a posse of our boys saw, when they entered the room (powerfully attracted thither by the sounds of a promising row) was Smeiser sitting on the prostrate Pierre and trying to unscrew that unlucky nose of his. The combatants were removed in separate detachments. Of course a duel followed, and Pierre was scratched simply. But the most wonderful part of the tale is to come. What follows is a fact, Tom! You remember, of course, the old professor of Oriental languages, Lichtenberg, I mean, who used to get up such charming chess problems? well, he happened into the deserted room of the conflict to borrow a book from Smeiser, about an hour after the conflict. Smeiser was out, and the professor, who was short-sighted and absent-minded, did not notice the chess men on the floor, so he just stumbled on to a Rook, and narrowly escaped turning a somersault into the corner of the room, thereby injuring his

dignity and vertebral column at once. This roused him out of his revery. He looked around and the dismantled board caught his eye. He instantly sat down to it like a hungry boy to a flap-jack monument, and, 'tis a fact as true as you live, he studied out the position chance had left on the board, without adding, diminishing or touching a piece, and it turned out to be the neatest three move problem you can imagine. It took the shine out of to-night's remarkable ending of a game. Here it is, Tom," saying which Zach arranged it on the board in the inn kitchen, from memory, and it was after this wise:

Problem No. 1347. By Jos. Wainwright.



All this time the bell ringers were comfortably sipping their mugs of October brewed ale, and although not exactly understanding the marvels spoken of, were all ears and eyes, and now turned to the Reverend Tom, their pastor, in mute expectancy. They were not mistaken. The Reverend gent cleared his throat after acknowledging the cuteness of the foregoing position, and prepared to tell a little experience in his turn. The gist of his story was this:

During the preceding summer the Squire's pew in the church was vacant, owing to the absence of the family from the village in search of sea air and all its attendant joys. At this time a young stranger, (evidently an art student attracted by the beauty of the neighborhood, with its inviting landscape,) was staying with mine host of the "Harvest Home," and begged and gained permission to occupy the pew during Sunday service. Here I will transcribe the Reverend Tom's own narration: "I was almost repentant of having installed him in such a coigne of vantage as the Squire's pew, when being surrounded by baize curtains, he could see the whole congregation without being visible himself, except to me in my high pulpit during the sermon. He had only to peep between the curtains. This he used to do, and then he would set to work and make a sketch of some odd, rustic visage that tickled his fancy, right before my overseeing eye as I preached my sermon. He was just as cool and cheeky as a born Yankee, Eh, Zach! Well, I couldn't stand this, so I sent a note of advice to him at the tavern,

stating my hopes that he would not pervert the Squire's pew into a studio in future, but rather make it a sanctuary on which my eyes could rest with edification. That ended the sketching, but I noticed during the sermon on the following Sabbath that when his eyes met mine, there was a wicked, defiant twinkle in them, as if he were ripening mischief. But here, Zach, I should inform you that the church windows reach nearly down to the ground, and that one of them flanked the Squire's pew to the right, garnished with a heavy curtain to subdue the light. To resume, just as I was dwelling on the last few points of my sermon, I was conscious of a peculiar scratching noise, very low, but perfectly distinct to my ears; it came from the direction of the large pew, and sure enough, that young scapegrace had moved aside the window curtain and was writing on the glass with probably a diamond ring. He caught sight of my eye (stern and wrathful now) glowering upon him, and actually seemed satisfied. He left the church before service was over, and I have never seen him since, but I have here the record of his levity copied on paper, for of course I examined the window pane, and this was what was graven thereon. He must have been a clever chess player." Here the Reverend Tom Chester handed his friend the following verses, which I carefully copy:

Charge, *Chester*, charge! On, *Chester*, on!
  My little follies punish
With sage advice, and precepts choice,
  How gently you admonish.
I know you are a Don at chess.

For *that* I must respect you.
I've raised your bile, but like your style,
And long shall recollect you.
This little problem I inscribe
To you my dearest mentor;
Upon its merits or defects
Pray your attention centre.
White King's at home, and on King's sixth
The Knight has been all morn;
King's Bishop's fifth, another Knight,
At seventh stands a Pawn.
Enough of White. The Black King dwells
Within his Castle second.
Two steps ahead at Castle four
The ebon Bishop's reckoned.
The Knight protects his monarch's flank,
Knight's second square's his station;
Four moves of White must end the fight.
I've finished my narration.

[See diagram next page.]

By the time this problem had been set on the board, discussed, thoroughly digested and eulogized, the old clock pointed its fingers at the wee small hours. Unlimited "punch" being the order of exercises, every one's condition in that kitchen was (to speak moderately) ameliorated. Zach Gillspie, in particular, inspired by his snug and "happy go lucky" surroundings, and especially encouraged by his admiring, round-eyed audience, who, whenever he opened his mouth, drank in with avidity all intelligence from "Ameriky," some of the poor, hard

Problem No. 1348. By W. A. Shinkman.

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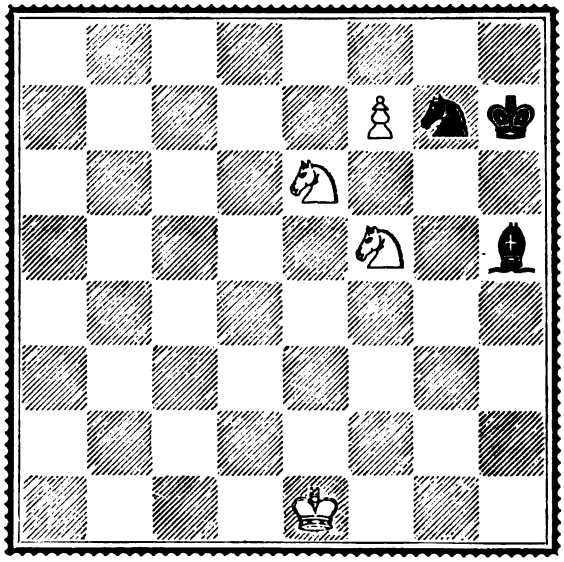

WHITE.

worked souls swelling, in all probability, a little hoard, scraped bit by bit, and by drop after drop of sweat, to carry them, bye and bye, to that land of promise. With such listeners Zach had an irresistible temptation to "draw the long bow" and wind up the festivity with a little down east fertility of invention, so ladling out another tumbler of negus, he pitched in thus:

"It was just before starting for Germany and college life that, happening down Pennsylvania way on business for my father, I became acquainted at an ho-

tel with Amos Bantum, chief proprietor of a traveling, moral conglomeration of nigger minstrels, clowns, circus riders, museum and what-not. The show business was at a discount at this time. People were poor, as the result of excessive speculation, and tired of bare-back riding, double somersaults, and the attractions of gorgeous 9 ft. x 12 ft. bill posters, with high-falutin' letters as brilliant as a burst of rockets, were a dead letter. The offer of a chromo and reversible toothpick to each purchaser of a fifty-cent admission ticket, was received with howling derision and bilious sneers; in fact, poor Bantum was caressing his lonesome bottom dollar. Our hotel was situated in a fairly populous town, and as I invariably sought out the chess clubs of all towns I passed through, I learned here (through the the club) that an important chess congress was in session, and that some of the great guns of the game were in town. This intelligence was the nucleus of an idea that speedily germinated into action when the fructifying energy of Bantum was brought to bear upon it. Our idea was to get up the greatest, the most stupendous game of chess on record, something to lick creation, something that would be novel, popular, and bring in big receipts; something, in fine, that would combine the indispensable and ever-puffed-up mixture of amusement and instruction, and be at the same time the exponent of a noble game, and this is how we went to work. Bear in mind I joined the enterprise in the expectation of a "high old time," more than from a monetary view. First of all we hired a couple of acres of smooth

land on the outskirts of the city, fenced it in on credit, and with a platform eighty feet square in the center of the lot, we made a chess board that would have astonished the ancients. Each square was ten feet on each side, and painted the appropriate color. We built successive tiers of seats, circus fashion, all round the board. So much for the field of battle; now for the chessmen. Here was the master stroke.

We resolved on living models, and fixed them up accordingly. They deserve, and shall have a description. Four living elephants (belonging to the show), with suitable light and dark trappings and towers on their backs, represented the Castles. They wanted me for White King, but I opposed to the death any such monarchial semblance. I preferred standing aloof with a field glass and the dogged gaze of a general in command, so we got Bantum up in regal style, and the day of the game he was balked and bullied to death. Now who could we find worthy to be Queen of the Whites? After a grand deliberation we sent a deputation to a celebrated exponent of women's rights, an anatomical structure of vast eloquence. In consideration of the official dignity we wished to bestow on her, she consented to "boss" the board for one game only. Of her anon. We hired a temperance lecturer and sensational lecturer, respectively, as Bishops for the White side. The Knights were tricked out spectacularly in every respect, but they gave the most trouble. They had to be drilled skew whiff, the final sad result of which was, that they became cross-eyed. The eight White Pawns were eight clowns with un-

dying jaws. The Blacks gave us more anxiety. We were worried about our Queen. No intelligent female could we find who would fix up *a la* Queen of Sheba. They all had an un-dye-ing hatred to walnut juice or burnt cork in relation to the complexion. At last we were obliged to hire a lady of natural color for the onerous duties of royalty. *She was equal to it.* Weight 250 pounds; was immense on her muscle; she could make any man of the Whites bite the *board*, and in the game afterwards she proved it. We pleasantly called her the Black Death. In the end, however, she eloped with one of the clowns. The Black King was a noted wizard belonging to the regular troupe. The eight Black Pawns were an Ethiopian minstrel troupe of renown. The end men, who wielded the melodious bones, were of course at either end of the line, and within easy reach of the elephants' trunks. They were snatched bald-headed by these intelligent animals at measured intervals during the game, this feature being appreciated by a discriminating public. They were provided with wigs after the first game. All was ready at last to commence operations. We only needed the guiding spirits. Happily we obtained the promise of four veterans from the chess conference that they would direct the game, two versus two in consultation. Each couple had a private box on their respective sides of the field, and were in communication with heralds who overlooked the board on raised platforms, and called out their decisions to the performers. All this time we had been advertising. Chessers came from far and near. We run the

"spec" for fourteen days with overwhelming success. Our programme for the first day ran something like this. Excuse, Tom, and you, also, my friends (to the ringers), treacheries of a defective memory:

PROGRAMME.

Exercises commence at 8 A. M. sharp; the initial move will immediately succeed a salvo of artillery.

8 A. M. to 9:30 A. M.—Temperance lecture by White Bishop. Subject—The bearings of *early* old rye solutions on the epidermis of the nose.

One-half hour recess, for late punch solution, and a glance at the political horizon.

10 A. M. to 12 M.—Grand strategetic movements by the Queen of Sheba, followed by the Black Wizard, who will perform the unheard of feat of the Knight's tour to the ravishing chords of Ethiopian minstrelsy.

Grand victualing raid. (N. B. All members of the board, that is, all workers on the square, that is again, all chessmen, please chalk your names on your respective squares before leaving the board, to avoid confusion).

1 P. M. to 2:30 P. M.—Bishop White, on the Black, will deliver a discourse on the evolution of the fashions. The clowns will be at their respective squares during this lecture to give vivid illustrations of the subject matter.

2:30 P. M. to 5 P. M.—(When the exercises must close for the day,) Madame, the White Queen, will lead the van, with warlike exercises, leaving the martial exploits of Margaret of Anjou in the shade.

N. B. Nothing shall interfere with the progress of the game, and the participants in the exercises will perform their parts from whatever squares they occupy, or from the herald's platform.

Admission fifty cents.

INKE & SLINGER, Printers.

"My friends," Zach continued, after his elaborate recitation of the programme, "my friends, what can I say more with such a feast of fun? The first day was a stunning success; Bantum was a rich man; the programme was carried out to the letter; the quartette of chess savants were in the seventh heavens; the electrical system made them wire pullers in the highest sense. It was only at the end of the game, about 4 P. M., that a little hitch occurred. Three of the White clowns stood in a row on their fifth squares, thinking they had a sure thing, and the game could not be finished without them, they struck for higher pay and quicker promotion to the royal squares, insolently refusing to budge an inch. Moral suasion was a played out vanity with them; the savants were in despair, and about to loose the elephants on the 'recalcitrants,' when Von Tiddler, one of the co-directors of the Whites, declared he saw check mate and victory for the Whites in *five moves* without their aid. I remember the position perfectly, and will set it on the board for your present or future study," which he did, forming the following:

[See diagram next page.]

Problem No. 1349. By Joseph Wainwright.

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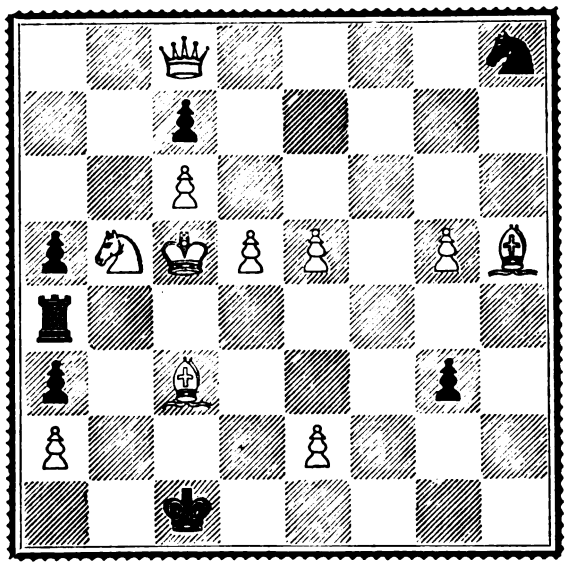


WHITE.

White to play and give mate in five moves.

This finished the sitting, and as daylight was brightening the horizon, all separated for the time being, with the consciousness of having had a happy commencement of the year, warming their hearts. Zach stayed many days with Tom before crossing the water, and it is understood that he is to visit England again to carry off Tom's sister, who, somehow, wishes to *mate* him and be his *Queen*. May their future *Pawns* never look *back* in the race of life.

GAME DEPARTMENT.

CHRIS. BECKER, Editor.

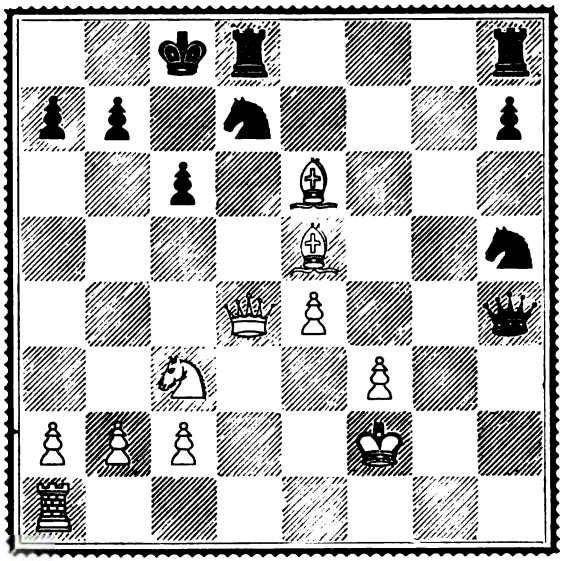
Until further notice all communications for this Department are to be addressed: CHESS JOURNAL, P. O. Box 2157, Dubuque, Iowa.

GAME No. 680. (Bishop's Gambit.)

Played recently at the Chicago Chess Club.

Spencer.	Hosmer.
1 P K 4	1 P K 4
2 P K B 4	2 P×P
3 B B 4	3 P Q 4
4 B×P	4 Q R 5+
5 K B 1	5 P Q B 3 (*a*)
6 B B 4	6 B K S 5
7 K S B 3	7 Q R 4
8 P Q 4	8 P K S 4
9 Q S B 3	9 S Q 2
10 P K R 4	10 Castles
11 K B 2	11 B S 2
12 P×P (*b*)	12 B×S
13 P×B	13 B×P+
14 Q×B	14 Q×R
15 Q B×P! (*c*)	15 Q R 5+(*d*)
16 B S 3	16 Q×S P
17 B×P (*e*)	17 K S B 3 (*f*)
18 B K 6 (*g*)	18 S R 4
19 B K 5 (*h*)	19 Q R 5+
20 K K 3	20 Q S 4+
21 K B 2 (*i*)	21 Q R 5+

Drawn.



a] This defense is not very satisfactory, and has been frequently condemned by Zukertort and other authorities. In connection with the succeeding moves in the above game, it has been styled "MacKenzie's defense." But the Captain himself has abandoned it, since Mr. Alberoni, in last year's tournament, sprung a certain Chicago trap on him in this opening which the wily Frenchman had picked up from Messrs. Hosmer and Spencer. We can't point out any perfectly satisfactory line of defending the Bishop's Gambit. The gambit must be considered THEORETICALLY invincible until further analysis discovers new and stronger moves for the defense.

b] A very elegant combination.

] If 15 QxR, Black has at least a draw by perpetual ck: 15 —— Q R 7 ch, 16 K K 1, Q S 6 ch, K K 2, if

the King moves on the Queen's file, Black wins by S K 4 ch.

d] 15 —— QxR, 16 Q Q 6 and wins.

e] If 17 QxR Black can play 17 —— K S B 3 or Q Q B 4 ch; if 17 QxR P, Q Q B 4 ch [the same follows 17 Q Q 6] 18 QxQ, SxQ, 19 BxP, S R 3, &c.

f] If 17 —— S B 4, 18 S Q 5, SxP ch, (if 18 P S 3. White can capture the Rook with the Queen and with impunity), 19 QxS, PxS, (if the Rook takes White mates in three) 20 Q Q 4! and wins.

g] 18 Qx R P is good now, 18 QxR P, Q B 4 ch, (or S K 4) 19 QxQ, SxQ, 20 B R 4, K R B 1,—or Q SxP!—&c.

h] Not good would be 19 BxS ch, RxB, 20 QxK R ch, R Q 1, 21 QxR ch!

i] 21 P B 4, Q S 6 ch, 22 K K 2, SxP ch,—the same move would follow 22 K Q 2—23 BxS, QxB, 24 R Q 1, —24 BxS?, RxB, 25 QxK R ch, R Q 1—24 —— Q R 7 ch and Black might check perpetually, as the White King could not leave the King's file with advantage. Or Black might try to win by 24 —— K R B 1, or 24 —— K B 2. The variations are similar if White plays 21 K K 2 or Q 3, or if he moves 22 K B 1, S S 6 ch, 23 BxS!

GAME No. 681. (Philidor's Defense.)

The following two games were contested at the Boston Chess Club, January, 1877.

MacKenzie.	Hammond.
1 P K 4	1 P K 4
2 S K B 3	2 P Q 3
3 P Q 4	3 P×P
4 S×P	4 B Q 2 (*a*)
5 B K 2	5 B K 2
6 P K B 4	6 S K B 3
7 S Q B 3	7 S Q B 3
8 Castles	8 P Q S 3 (*b*)
9 B K 3	9 S×S

10 B×S	10 B B 3
11 B B 3	11 Q Q 2
12 Q K 2	12 Castles K R
13 Q R Q 1	13 P K R 3
14 B×S	14 B×B
15 P K 5	15 B×B (*c*)
16 Q×B	16 B K 2
17 P B 5	17 K R K 1
18 P B 6	18 B B 1
19 Q S 3	19 Q R Q 1
20 S Q 5	20 P S 3
21 P×P	21 B×P
22 Q R 4	22 K R 2
23 R Q 3	23 Q S 4
24 P Q S 4 (*d*)	24 B×P+(?)
25 Q×B	25 R×S
26 Q×Q B P	26 K S 1
27 P Q B 4	27 Resigns.

a] P Q 4 gives a less cramped and even game, and is to be preferred.

b] To bring the B around to Q S 2, I suppose, but Black has no time for such slow maneuvers.

c] 15 —— K R K 1 would not improve Black's game.

d] An odd looking move, but a good one. It hampers the adverse Queen, prevents checks, and puts the Pawn where it can't be taken. At the same time it leaves a very pretty trap open, into which Black walks at the next move.

GAME No. 682. (K S Gambit.)

Hammond.	MacKenzie.
1 P K 4	1 P K 4
2 P K B 4	2 P×P
3 S K B 3	3 P K S 4
4 B B 4	4 B S 2
5 Castles	5 P Q 3

6 P Q 4	6 P K R 3
7 P Q B 3	7 S K 2 (*a*)
8 P K S 3	8 P S 5
9 S K R 4	9 P B 6
10 S Q 2	10 P Q B 3 (?) (*b*)
11 Q S×P !	11 P×S
12 Q×P	12 R K S 1
13 Q×P+	13 K Q 2
14 S S 6 (*c*)	14 B×P+
15 P×B	15 R×S
16 P K 5	16 P Q 4
17 B Q 3	17 R K S 1
18 R K B 6	18 K Q B 2
19 R×K R P	19 R K B 1
20 Q K S 7	20 K Q S 3 (*d*)
21 B K S 5	21 Q K 1
22 B×S	22 R B 2
23 Q×R	Resigns. (*e*)

a] The best course for Black is to deploy his pieces on the Queen's side first, and Castle on that side. 7. Q K 2 is the book move.

b] Captain MacKenzie has a thorough theoretical knowledge of the openings, and so it is certainly astonishing that he should make this blunder. P Q B 3 is almost invariably a bad move in the defense of this opening. Black's seventh move gave him already a difficult game, and after the present move it is about hopeless.

c] White, perhaps, overlooked the reply to this move. 14. S B 5 regains the sacrificed piece at once with an overwhelming attack.

d] 20—R S 1, 21 Q R 7, P B 4, followed by Q S B 3, was better.

e] 23 —— QxQ, 24 B Q 8 ch.

GAME No. 683. (Sicilian.)

Played recently at the New York Chess Club between Messrs. von Frankenberg and Andres consulting against Messrs. Doyle and Limbeck.

V. F. & A.	D. & L.
1 P K 4	1 P Q B 4
2 P K B 4 (*a*)	2 P K 3
3 S K B 3	3 P Q 4
4 B S 5+	4 S Q B 3 (*b*)
5 S K 5 (*c*)	5 Q B 2 (*d*)
6 P×P	6 P×P
7 Castles	7 S B 3
8 R K 1	8 B K 2
9 Q B 3 (*e*)	9 Castles!
10 B×S (*f*)	10 P×B
11 S×Q B P	11 B Q 3 (*g*)
12 S K 5	12 R K 1
13 P Q 3	13 B×S (*h*)
14 P×B	14 R×P
15 R×R	15 Q×R
16 S B 3	16 B S 5
17 B B 4	17 Q B 4
18 Q B 1	18 P Q 5.
19 S S 5	19 S Q 4
20 B Q 2	20 Q Q 2
21 P B 4 (*i*)	21 S K 6 (*i*)
22 Q B 4	22 R K 1 (*k*)
23 R K 1	23 P K R 3
24 B×S	24 P×B
25 R×P	25 R×R
26 Q×R	26 B B 4
27 Q×B P	27 Q×P
28 P K R 3	28 B K 3

Abandoned as drawn by mutual consent.

a] I prefer 2 P Q 4.

b] 4 — B Q 2 facilitates Black's development, and is a better move.

c] This is premature; White should play out their Queen's side first.

d] Not so good as 5 —— Q S 3.

e] While White is getting up a premature attack in order to win a Pawn, Black goes on developing his game and obtains a superior position.

f] 10 SxS, PxS, 11 BxP, QxB, 12 RxB wins a Pawn, but gives Black a superior game. Black might play then 12 B S 5, 13 Q B 1, B K 3, (or perhaps still better K R K 1), 14 P B 5, P B 5, 15 P Q 4, PxP e. p., &c.

g] 11 QxS leads to the same position as in the previous note.

h] A weak exchange of pieces, which leads to an even game. 13 S S 5 is a stronger and sound move.

i] 21 ——PxP e. p., 22 SxP, S S 5 would win a Pawn.

k] 22 —— B K 7 is better.

GAME No. 684. (Odds of P and two moves.)

Played at the Cafe International, New York, March 2, 1877.
Remove Black's K B P.

Amateur.	J. Mason.
1 P K 4	1 ———
2 P Q 4	2 Q S B 3
3 P Q B 4	3 P K 4
4 P Q 5	4 S K 2
5 S K B 3 (*a*)	5 S S 3
6 B K 2	6 S B 3
7 Q B 2	7 B B 4
8 P Q R 3 (*b*)	8 P Q R 3
9 P Q S 4	9 B R 2
10 P R 3 (*c*)	10 Castles
11 B S 2	11 P Q 3
12 Q S Q 2	12 B Q 2
13 P Q B 5	13 Q K 2
14 S Q B 4	14 S×K P (*d*)
15 Q×S	15 P×P
16 Q S×P	16 P×P
17 Q×P	17 B Q B 4

18 Q Q B 4	18 S×S
19 B×S	19 B×P+
20 K×B	20 Q×B
21 K R K 1	21 B S 4
22 Q R 2	22 Q Q 5+
23 K B 1	23 B Q 2
24 Q R S 1	24 Q R K 1
25 R S 4	25 Q K 6
26 Q S 1	26 B×R P
27 Q Q 1 (*e*)	27 R K 4
28 R S 3 (*f*)	28 Q S 4
29 P×B	29 Q S 6
30 Q Q 4!	30 Q×P+
31 K B 2 (*g*)	31 Q R 7+
32 K B 1	32 R S 4
33 K R S 1	33 R S 7+
34 K K 1	34 R×B+
35 K Q 1	36 Q S 7
36 Q S 1 (*h*)	37 R Q 7+
Resigns.	

a] 5 B S 5 is usually played in similar positions.

b] Proceeding to drive the Bishop into a safe place.

c] It is generally good policy not to hurry the attack, when receiving Pawn and two moves, but here White is evidently afraid of his redoubtable opponent.

d] Not correct, but good enough under the circumstances.

e] If 27 PxB, RxS ch, 28 BxR, QxB ch, 29 K S 1, Q S 6 ch, 30 K B 1, R K B 1 ch, and 31 —— R B 7 ch and mate in three more moves.

f] Now was the time to take the Bishop, for Black could not reply 28 —— R S 4 on account of 29 R K S 4.

g] Black can only draw after 31 K S 1.

h] Black has the advantage now, whatever he does. If 36 S Q 2, RxS ch, 37 QxR, R B 8 ch, &c.

GAME No. 685. (Evans' Gambit.)

Played lately by correspondence between Messrs. L. S. Atkinson, of New Hampshire, and H. W. Palmer, of Vermont.

Atkinson.	Palmer.
1 P K 4	1 P K 4
2 K S B 3	2 Q S B 3
3 B B 4	3 B B 4
4 P Q S 4	4 B×P
5 P B 3	5 B R 4
6 P Q 4	6 P×P
7 Castles	7 P Q 3 (*a*)
8 P×P	8 B S 3
9 S B 3	9 S R 4
10 B Q 3	10 S K 2
11 P Q 5	11 Castles
12 B S 2	12 S S 3
13 Q Q 2	13 P K B 3
14 S K 2	14 P Q B 4
15 K R 1	15 Q R S 1
16 S K B 4 (*b*)	16 S K 4
17 S×S	17 Q P×S? (*c*)
18 S R 3	18 B B 2
19 P B 4 (?)	19 P B 5
20 B B 2	20 P Q S 4
21 B R 3 (*d*)	21 R B 2
22 P Q 6	22 B S 3
23 P×P	23 B K 3
24 S B 4	24 Q Q 2
25 P×P	25 R×P
26 S Q 5	26 R B 2
27 Q S 5	27 B Q 1
28 Q R 5	28 P S 3
29 Q K 5	29 B×S (*e*)
30 B S 2! and won.	

a] 7—PxP—the compromised defense—is considered stronger, and in correspondence games particularly we

would prefer it, as it is sounder in theory than the move in the text, which leads to the normal defense.

b] So far it has been all "Handbuch." 16 R Q B 1, followed by 17 S S 3 or K S S 1 and the usual succeeding moves, as laid down in all recently published books, is better than the move made in the above game.

c] Very weak. 17 —— B PxS opens lines for Queen and Rook, and more effectually blocks the White Bishops, while the move in the text gives White a strong passed Pawn.

d] This in connection with White's succeeding moves is well played. The same course could have been followed if Black had played 20 —— BxS, 21 PxB, PxP, 22 B R 3, &c. For if Black continues now 22 —— B K 4, 23 BxR, BxR, (?) 24 B S 4, P B 6, 25 QxK B P, White wins a piece. But Black might have taken the S on his 19th move with more advantage.

e] 29 —— S B 3, 30 Q B 3, RxR is best for Black.

The Richardson Attack in the Evans Gambit.

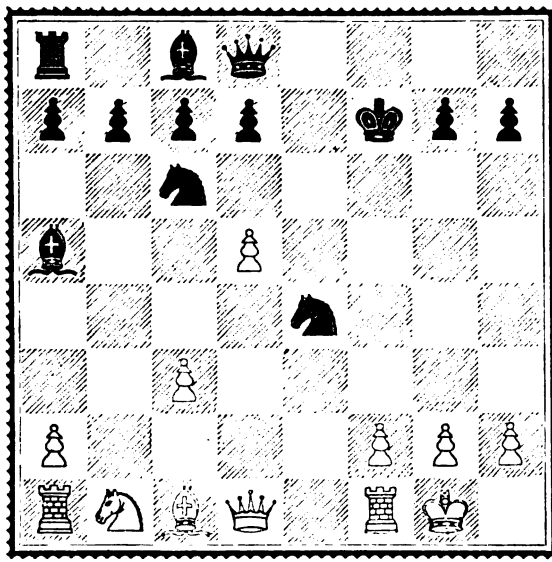
See page 66 and 67 of No. 75 of this CHESS JOURNAL. After 11 P Q 5 we have the following position:

[See diagram next page.]

The move 11 —— S K 4 is inferior to 11 —— S K 2, on account of 12 Q K 2, Q R 5 (a) 13 P S 3, Q R 6, [13 —— Q S 5, 14 P B 3,] 14 QxS, S S 5, 15 Q S 2, &c. (a) Or 12 —— BxP, 13 SxB, SxS, 14 Qx S, Q B 3, 15 P B 4 or Q R 5 ch, &c.

White may also play 12 Q Q 4, Q R 5, 13 R K 1, S S 5 [13 —— B S 3, 14 RxS or 13 —— QxB P ch, 14 QxQ ch, SxQ, 15 RxS, S Q 6, 16 R B 5 ch, K S 3, 17 R S 5 ch and 18 B Q 2], 14 QxS, QxR P ch, 15 K B 1, Q R 8 ch, 16 K K 2, Q R 4, 17 K Q 2, S B 3, 18

BLACK.



WHITE.

Q K 7 ch, K S 3, [18 —— K S 1, 19 R K 5, Q S 5, 20 Q Q 8 ch, K B 2, 21 R ch, and 22 Q B 8,] 19 R K 5, Q S 5, 0 R K 3, &c.

The Scotch Gambit--A New Defense.

1 P K 4	1 P K 4
2 K S B 3	2 Q S B 3
3 P Q 4	3 PxP
4 SxP	

4 —— Q R 5 is not at all satisfactory.

5 S S 5! or 5 S K B 3, the moves invented by Messrs. Horwitz and Fraser, respectively, secure to White a powerful attack. After either of these two

moves, Black's game is so cramped and his Queen in such an exposed position, that White's superior development is more than an equivalent for the Pawn he must sacrifice. This is certainly the case in games played across the board; in correspondence games Black may adopt 4 —— Q R 5 with greater safety.

4 —— K S B 3 has been very rarely played. It is but little better than 4 —— Q R 5. The game will go on 5 SxS, S PxS, 6 B Q 3 P Q 4, 7 Q K 2 or P K 5, and White has some advantage in position.

4 —— SxS, 5 QxS, S K 2, 6 B Q B 4 gives White a start in the development, as is well known.

4 —— B B 4 is the classical defense, and still most often played. The eccentric continuations 5 S B 5 and S S 3 which have been proposed at this point, present no difficulty for the defense. 5 P Q B 3, Q K 2! is not good for White. 5 B K 3 has always been rightly considered the strongest move, and in the following continuation, which frequently occurs, results in White's favor. 5 —— Q B 3, 6 P Q B 3, S K 2, 7 B B 4, [or 7 B K 2 at once] S K 4, 8 B K 2! This retreat of the B to K 2 instead of S 3 is new; I think it was first played by Mr. W. W. Curran some years ago. White obtains a decided advantage in position in this variation. The Black Queen is in a bad place on K B 3, and Black's game very cramped generally, while White speedily gets an attack.

Dr. W. C. Spencer, of Chicago, has originated the following new defense to the Scotch Gambit, which is at least as good as, if not superior to, those mentioned above. I repeat the moves of the opening:

1 P K 4	1 P K 4
2 K S B 3	2 Q S B 3
3 P Q 4	3 PxP
4 SxP	4 B B 4
5 B K 3	5 BxS!
6 BxB	6 S B 3!

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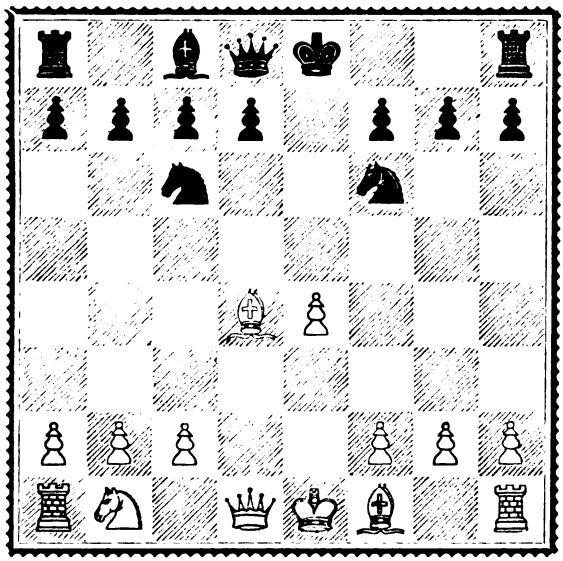


WHITE.

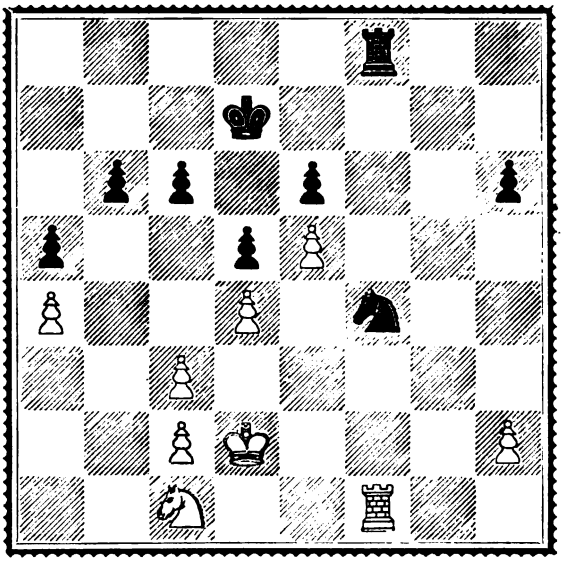
[*To be continued.*]

Chess in Minnesota.

The following ending occurred recently in a game at St. Paul, Capt. O. E. Michaelis giving the odds of P and move to Rev. Wm. McKibben:

CAPT. MICHAELIS.

BLACK.



WHITE.

REV. McKIBBEN.

BLACK'S MOVE.

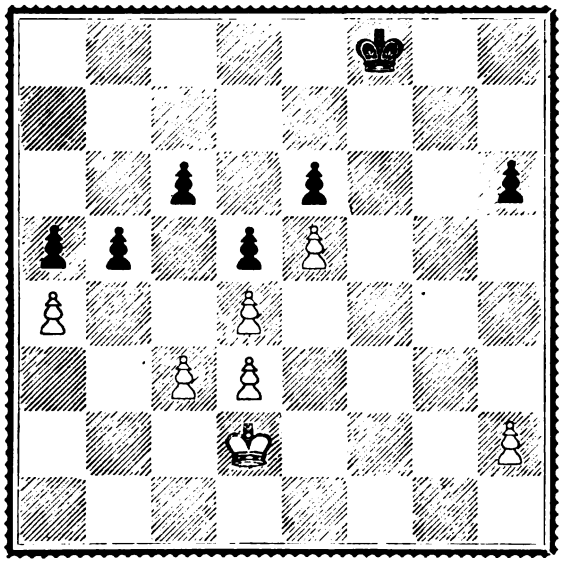
	26 K K 2
27 S Q 3	27 S×S
28 R×R	28 K×R
29 P×S	29 P S 4 and Black

won, but it appears to us that White can draw.

We give the position in the shape of a problem:

End Game No. 1.

BLACK.



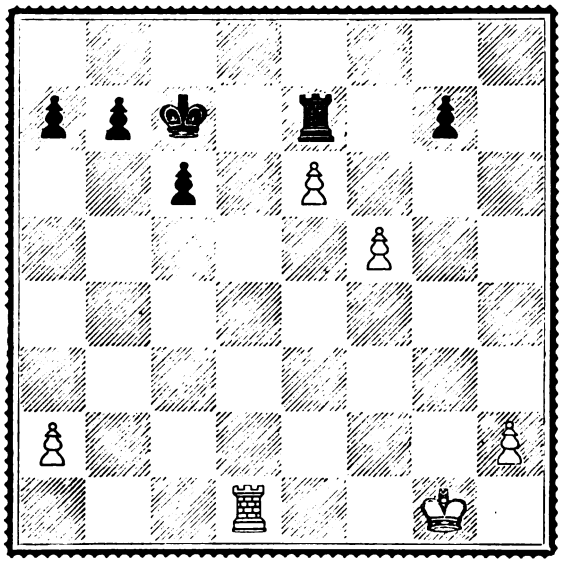
WHITE.

White to play and draw.

Chess in South Carolina.

The following position, which occurred, recently, in an off hand game at Charleston, S. C., between Morton B. Paine, Esq., who used the White pawns and pieces, and Mr. M., who commanded the Black forces, although not difficult, may be instructive to many players. The latter having the move, played P K S 3, whereupon Mr. Paine forced the game in a few moves. Query: How?

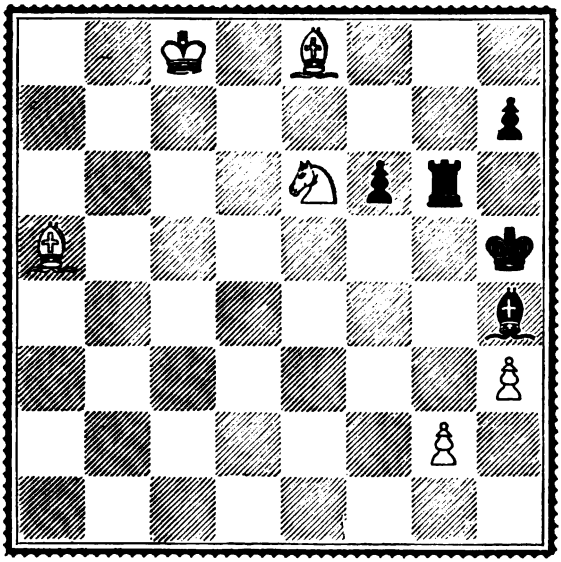
End Game No. 2.



Solutions to Regular Problems.

1203	1 Q Q 7	K K 5	2 Q Q S 5
	———	K Q B 5	Q K B 5
1204	1 Q K S 4	K Q 4	
	2 Q K S 6	K Q B 4	3 Q Q R 6
	1 ———	K Q 6	
	2 Q K S 2	K Q 5	3 Q Q B 6
	1 ———	K Q 5	
	2 Q K 6	K Q 6	3 K Q S 4
1205	1 Q K B 3+	K Q 7	2 B Q R 3
1206	1 Q Q R 1		
1207	1 Q Q 3	K K B 7	
	2 B K B 1	K K S 8	3 Q K B 3

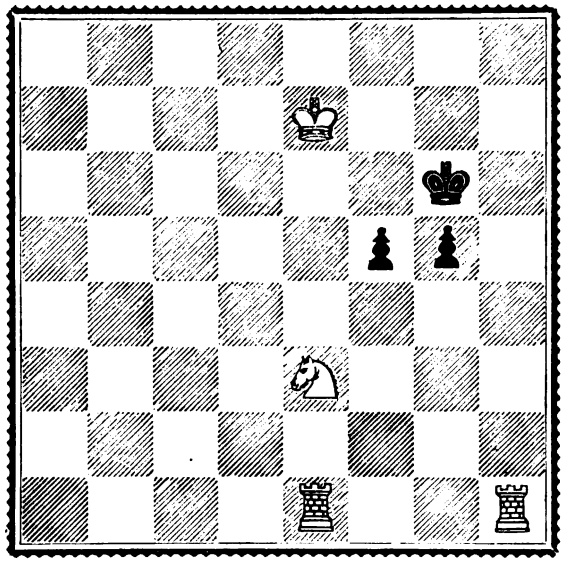
No. 1350. By Emerson Bennett, of Phil.



White to play and give mate in five moves

1208	1 B Q B 5	K K B 4	
	2 B K 7	K K 4	
	3 Q Q B 4	K K B 4	
	4 Q K S 8	K K 4	5 Q K S 4
1209	In seven moves, e. g.		1 B K S 3
	2 K Q B 2	3 Q Q R 1	4 Q Q R 6
	5 K Q B 3	6 Q Q 6+	7 Q Q 3±
1210	1 K Q S 6+	K Q S 1	
	2 B K R 7	K Q B 1	
	3 Q Q R 8+	K Q 2	
	4 Q K B 8	K K 3	
	5 K Q B 6	K K 4	6 Q K B 5+
1211	1 Q Q B 6	K K B 4	

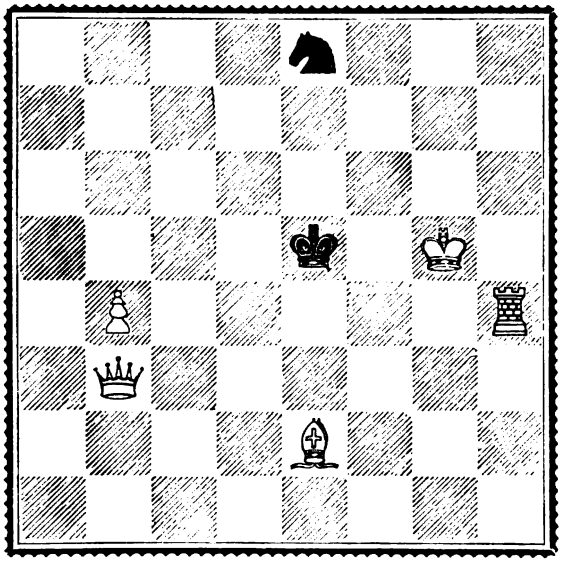
No. 1351. By G. Breitenfeld, of New York.



White to play and give mate in four moves.

	2 B Q 8	K K 4	
	3 B K B 6+	K K B 4	4 B K 7
1212	1 K K B 6	K K 5	
	2 K K S 5	K Q 4	
	3 B K B 5	K Q 3	
	4 K K B 6	K Q 4	
	5 B Q 3	K Q 3	6 B Q S 5
1213	1 B K R 8	P Q 4+	
	2 K Q B 5	P Q 5	3 K Q B 6
1214	1 Q Q B 3	K Q 3	2 B Q S 5
		P K B 7	Q Q B 7
1215	1 B K S 6	K K 3	
	2 K Q 4	P Q B 4+	3 K×P

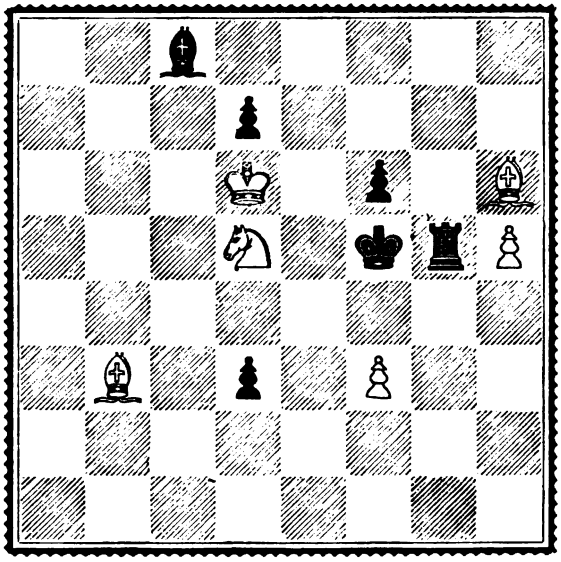
No. 1352. By Emanuel Barbe, of Chicago.



White to play and give mate in three moves.

	1 ———	P Q B 4	
	2 B K B 7	P Q B 5	3 Q Q 4+
	2 ———	K K B 4	Q K R 4
1216	1 Q K R 8		
1217	1 K K 1	P K B 5	
	2 B Q 3+	K K B 6	3 Q K S 6
	2 ———	K K 6	3 Q Q 5
1218	1 Q Q B 3	K K 5	
	2 K K S 3	K Q 4	
	3 K K B 2	K K 5	4 B K 6
	2 ———	P Q 4	
	3 B K S 4	P Q 5	4 Q Q B 4
1219	1 K Q 1 or	1 K K B 1	

No. 1353. By W. R. Macadam, of Phila.

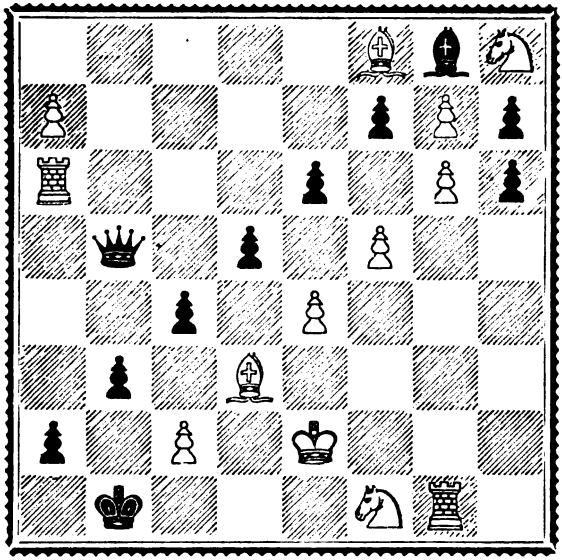


White to play and give mate in two moves.

1220	1 K Q 1	K Q 6 or K 6	2 Q Q S 4
	———	K Q B 6	Q K B 4
1221	1 K K 1 or	1 K K 2 or 1 Q Q R 4+	
1222	In two moves by 1 Q Q S 3+		
1223	1 Q Q 7	P Q B 6	
	2 B Q B 4	K K 5	3 Q Q 5+
	1 ———	K K 5	
	2 Q Q 6	K K B 4	3 B K R 7+
	2 ———	K K 6	3 B×Q B P
	2 ———	P Q B 6	3 B K R 7+
	1 ———	K K 7	
	2 B×P+	K K 8	3 B K B 1
1224	1 B Q 5	K×B	2 K Q S 5

No. 1354. By N. Eisenmann, of New York.

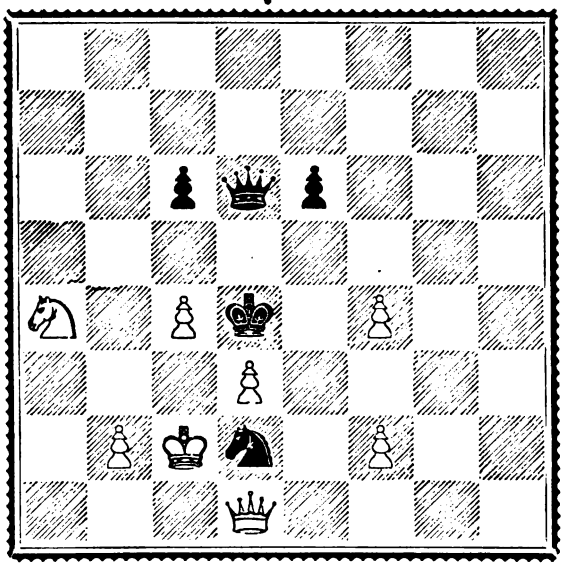
A Trip to the Moon.



White to play and mate in eight moves.

	———	P×B	Q Q R 4
1225	1 B K B 5	P×B	2 Q Q B 4
	———	K Q 5	Q Q 3+
1226	1 B K S 5	K×B	2 K K S 3
	———	P K B 4	K K S 3+
1227	1 Q Q 3+	K K 3	
	2 B Q B 5	P Q 4	3 Q K R 3+
	1 ———	K Q B 3	
	2 Q Q B 4+	K Q S 2	3 K Q 8
1228	1 Q K S 4+	K K R 3	2 K K R 4
1229	1 Q Q R 4		
1230	1 Q K R 7	B K S 2	2 Q K R 5

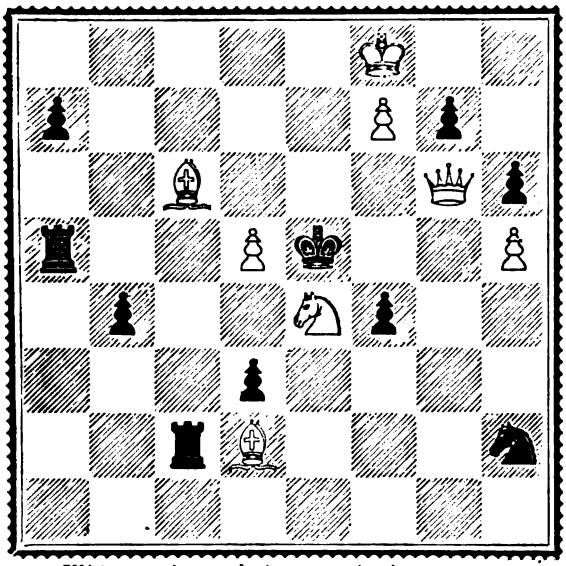
No. 1355. By C. C. Kanaga, of Missouri.



White to play and give mate in two moves.

1231	1 Q K S 2+	K Q 5	
	2 Q K S 7+	K Q B 5	3 Q Q B 3+
	2 ———	K K 5	3 Q Q S 7+
	2 ———	P K 4	3 Q×K P+
1232	1 Q Q R 5+	B Q R 2	2 Q Q R 6
1233	1 B×K R P	K K 8	
	2 Q K B 4	P Q 7	3 B Q 1
1234	1 Q Q R 1	P Q 7	2 Q Q 4
	———	else	2 B K 3+
1235	1 B×P+	K×P	
	2 Q K R 8+	K Q S 8	3 Q K R 1+
	1 ———	P×B	
	2 Q K R 8	B Q S 8	3 Q K R 1

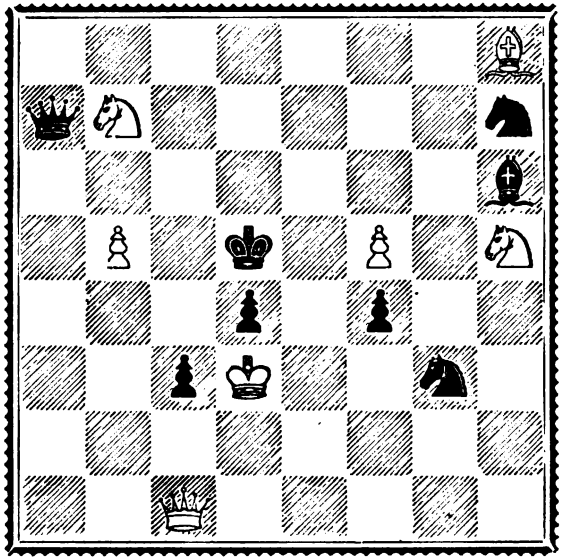
No. 1356. By F. W. Martindale, of N. Y.



White to play and give mate in three moves.

1236	1 Q Q B 5+	B Q S 4	
	2 Q Q S 6+	K S×Q	3 B Q B 3+
1237	1 K K S 2	K K R 5+	2 K K B 3
	———	R K B 4	Q Q 1+
1238	1 B K R 4	R×B	2 Q Q B 5
	———	else	Q×K R P+
1239	1 Q Q B 5+	2 Q Q S 4+	or 2 Q Q B 3+
1240	1 B Q 7 or 1 Q K R 8		
1241	1 Q K B 2 or 1 B Q 5		
1242	1 K Q B 6	Q Q R 2	
	2 Q Q 8+	Q Q S 1	
	3 Q Q R 5+	Q Q R 2	
	4 B Q R 6	Q moves	5 B Q S 7+

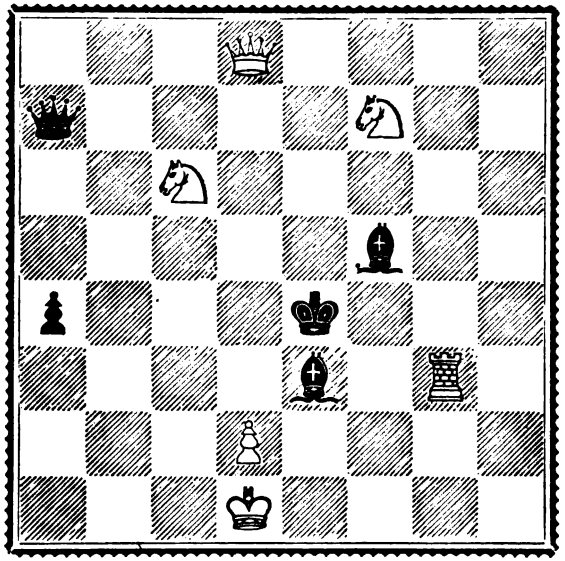
No. 1357. By Frank Norton, of Iowa.



White to play and give mate in two moves.

1243 1 Q Q 7+ 2 B Q B 3+ 3 Q K S 7+
1244 1 B Q B 6+ 2 Q Q S 7+ 3 Q Q S 4+
1245 1 Q Q S 7 R Q S 8
2 K Q B 7 P Queens
3 B×P+ R×B
4 Q×Q+ R Q S 8
5 Q K R 8+ R Q S 7 6 Q Q 4
1246 Q Q S 5 1247 Q K 5
1248 P S 7 1249 S×P
1250 S×Q B P+
1251 1 Q K B 3 P Q 7 2 B×P
1252 1 R×P or 1 R Q S 7+ or 1 R Q R 1
1253 1 P K B 8 (S) or (Q)

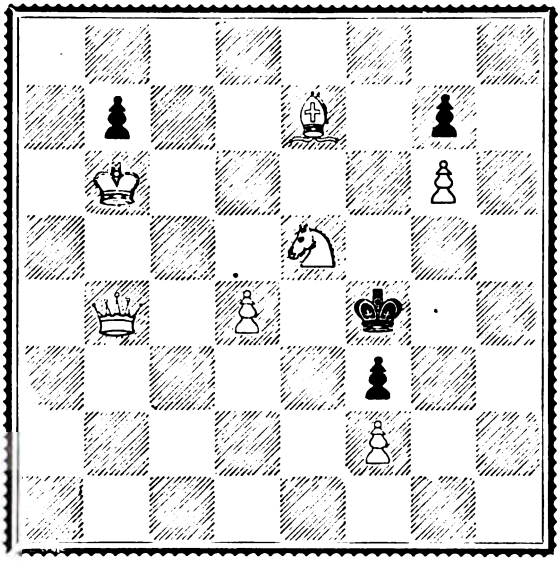
No. 1358. By Ben S. Wash, of St. Louis, Mo.



White to play and mate in three moves.

1254	1 R K R 7 or 1 R×P		
1255	1 R K 8	P K R 6	2 B K 7
1256	1 R Q 5+	P×R+	2 K×B
1257	1 Q Q S 6 or 1 Q Q 5+		
1258	1 S×P+	P×S	2 B K B 6
1259	1 R K B 5	P K R 6	2 S K R 4
1260	1 Q Q 5+	Q×Q	2 P B 7+
1261	1 B K 5+	K×B	2 S K S 4+
1262	1 P K B 8 (R)	K K 2	
	2 S K S 6+	K K 3	3 P K S 4
1263	2 S Q 4+	K Q 2	
	2 Q Q 8+	K×Q	3 S Q B 6++
1265	1 B K 6		

No. 1359. By John G. Nix, of Tennessee.

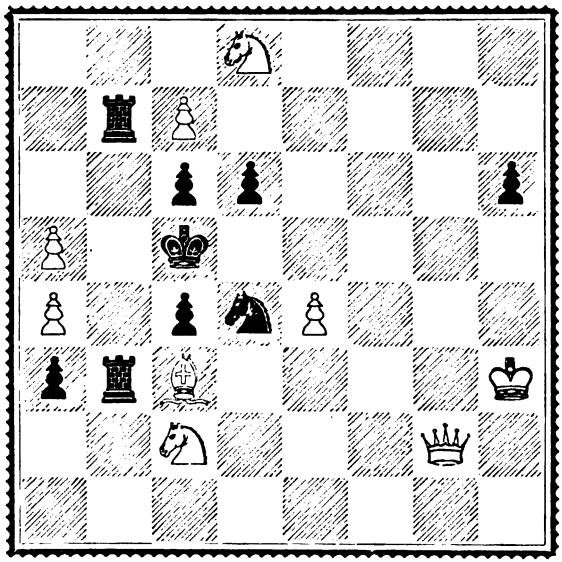


White to play and mate in three moves.

1266	1 P×P+	K×B	2 S K S 6+
1267	1 P Q 7+	K×B	2 S K S 6+
	———	K Q 1	Q S B 6+
1268	1 S K B 5++	K K 5+	2 S Q B 5++
1269	1 S K B 3	Q B K S 1	
	2 R K 8	Q B K 3+	3 R×B
	1 ———	K B K B 1	
	2 R K 8	K B K 2	3 R×K B
	1 ———	K B K S 2	
	2 R K 8	K B K B 3	3 R K 6

1270	P (R)	1271	P K S 6
1272	B Q R 2	1273	S K R 5
1274	P K 4	1275	S K S 6

No. 1360. By L. W. Mudge, of New York.



White to play and mate in two moves.

1276	P×B			
1277	1 Q Q B 1	or	1 Q Q R 1	
1278	1 B×B		S K B 6	3±
1279	1 K Q S 5		K×R	2 Q K B 2
1280	1 B Q 2		K×P	2 S×P+
	———		K Q 5	Q Q 7+
	———		K K B 5	S×P+
1281	1 B Q 4+		K×B	2 Q×P
	———		else	Q K 5
1282	1 Q×Q		B×P	2 R×P+
	———		K B 5	B×P+
	———		R Q 2	R K S 5+
	———		B Q 4	R K S 5+

1285 1 P Q R 4 2 S Q S 4+ 3 S Q 3+
4 S K 5+ 5 S S 7 or S K 4±
1286 1 Q S×P++ 2 Q R 4+ 3 S S 4+
4 B B 4+ 5 P R 8 (S) 6 S K 5±
1287 1 S Q B 5+ K Q R 4 2 S×Q S P+
1288 1 Q K R 8 S K B 6
2 Q×R+ S×Q 3 S K B 6
1289 1 B Q S 3 K×K P 2 Q Q B 1
——— K×B P B B 2
1290 1 S K R 6 K K 4 2 S K B 7+
——— K K B 6 Q K S 5
1292 Q Q 5+ 1293 K S×Q P
1294 B×R 1295 Q×Q B P
1296 R K 3 1297 R Q S 3
1298 The wise man thinks before he speaks, &c
1299 1 S Q B 5+ K Q B 3
2 P K 6+ K K S 3
3 S K 3+ or Q Q 3+
1300 1 Q K 1 K Q B 2 3 Q Q R 5+

A Game of Chess.

The troops I marshaled for the fight,
I set them wrong, she set them right,
With silver laughter.
We fiercely met with weapons drawn,
Thirsting for blood—she moved a pawn,
And I one after.

Her fingers were her officers;
Ten rosebuds that had won their spurs
In chess-board battle.
Her red lips were her bugle-men;
How could I think of tactics, when
They chose to prattle?

—*From the Tribune.*

Solution List.

Our Solution List now stands:

F. W. Martindale, of New York	184	Problems
A. Ortman, of Minnesota	169	"
J. B. McKim, of Ohio	156	"
D. P. Norton, of Iowa	149	"
L. T. Brown, of New Jersey	141	"
R. H. Seymour, of New York	118	"
C. H. Wheeler, of Illinois	116	"
R. L. C. White, of Tennessee	114	"
F. W. C Crane, of New Jersey	113	"
Frank B. Walker, of Ohio	94	"
L. W. Mudge, of New York	93	"
L. W. Davis, of Wisconsin	81	"
F. M. Teed, of New York	78	"
Louis Boisot, of Iowa	65	"
P. J. Doyle, of New York	58	"
E. R. Blanchard, of New York	56	"
W. R. Hale, of South Carolina	44	"
John A. Belcher, of Rhode Island	29	"

All others as per last list.

☞ The prize for this month, five dollars in any thing from our Exchange List, is hereby awarded to Mr. F. W. Martindale, of Peterborough, New York. His score is now cancelled, and the others remain to be added to the solutions given in our next number.

Canadian Chess Association.

The next meeting of the above will be held in Quebec City during the latter part of the summer. Can not the chessers of the United States, following the excellent example of our northern brethren, have a chess assembly every year?

Careless Printing.

EDITOR CHESS JOURNAL:—I have a "grievance;" please give me space for it in your pages.

I live in a town where there are few chess players. I gratify my taste for the game by playing over the games of others as published in sundry and diverse chess columns of newspapers. This solitary enjoyment is so frequently entirely destroyed by errors of print, that it is a real affliction. Will you please go for the whole tribe of chess editors on the subject of proof reading of printed games, and oblige REX.

Verbum sat, our correspondent is right; we all should be most careful in printing games, for what can be more vexing than just as we are becoming interested in a game, to find the score illegible! Our experience is, that we cannot be too careful, and our practice has been to play over the games from the score both before and after the proof comes from the printer.

Danville--Vermont--Correspondence.

DEAR JOURNAL:—Your correspondent took advantage of the cold March mornings to slide down the mountains and take a run on the crust of the snow as far as Hartford, Connecticut. Here he fell into the all-embracing arms of J. G. Belden, and was at once clapped into jail, of which Mr. B. is Warden, and put on his good behavior by being shown the grim dungeons and other appliances for subduing refractory prisoners. But the genial Belden, fearing, probably, lest your correspondent should faint, "stayed him with sandwiches, &c., comforted him

with cider," (by the way, J. G. don't forget that pound of raisins and pint of mustard seed,) and then took him to the house of Mr. J. W. Gilbert, with whose estimable wife, the well known chess player, he enjoyed the honor of contesting a number of games. Mrs. G., over the board, is cool, self-possessed, and deliberate to the last degree, never making the most obvious move without deliberation. Of her acumen nothing need be said. "The world knows it by heart." During play she seems at times in the "*trance*" state, at the close of which her opponent may expect to hear something drop. In complicated combinations it can truly be said:

"Hers is the vision and the faculty divine."

Your correspondent would hereby gratefully acknowledge the kindness of Mr. and Mrs. Gilbert, as well as of Mr. Belden, for opportunities for play, loan of books, and courteous attentions generally.

On his way home he stopped over at Holyoke, Mass., where there is a flourishing club of the livest, jolliest and best fellows it was ever his good fortune to meet. They make no pretensions to science, but go in for a good time, and have it. Besides the usual gambits, many novelties in openings were practiced between your correspondent and members of the club, the former introducing the "Danville Fling," and some of the latter retorting with the "Holyoke Fall," to the great amusement of all present. The club would do well to take the JOURNAL, and thus keep posted on chess matters generally. There has been a club also at Northampton, but its present condition was not known by the Holyoke

players. Your correspondent left H., regretting that he could not stay longer, and with the cherished hope at some future time to again visit there and renew his acquaintance with its chess players. In conclusion he would say of his trip, with this fragment from Orpheus, "I have put my hand in the hamper; I have looked upon the sacred barley; I have eaten out of the drum; I have drank and was satisfied; I have said *konx ompax*, and it is finished." H. W. PALMER.

TO CORRESPONDENTS.

823. It is not to be expected that a person's first problem will be on a par with those of a veteran like yourself, but as it is a conscientious duty with us to encourage beginners, we give the efforts of a new worker with the greatest pleasure.

There is plenty of chess talent in the land, the problem is to call it out; whence more particularly should those young in chess not be frowned down. The chesser that is making the greatest improvement is the one that deserves the most praise.

519. Yours received; the exchange very agreeable, and the sentiments heartily reciprocated.

1034. You are right about Problem No. 1330. It is really Black to play and White to mate in one move. This is doubtless the way the problem was made; it is an old dodge, but won.

1307. The reason why we have made it a rule to ask cash in advance for furnishing chess books, is that in times gone by, we have sent for books that

were not wanted when they came from Europe by the persons who ordered them, or the money was not ready, or something else was the matter.

1899. Do not be alarmed; actions speak louder than words. Hallock's tirade is self-condemnatory, weak and foolish. It is full of mis-statements and omissions, but the details would probably not interest the chess public sufficiently to warrant entering into particulars.

1423. There is but one Louis Paulsen known to chess fame. He formerly kept a cigar shop on Main street in this city. There are many persons here who have been defeated by him in blindfold play, as well as over the board; few who ever won a game of the quiet young man, that after pondering over the board from half an hour to an hour would slowly look up and quietly remark, "You are mated, sir, in twelve moves," and play as you would, the mate was always there. He left for Germany shortly after the New York Chess Congress. See the CHESS JOURNAL No. 20 for his photograph, etc.

No. 1264 is solved by:—

1 R K S 8 dis ch	R interposes
2 R Q B 8	B moves or QxR
3 Q Q R 6 ch	QxQ
4 R Q 2 ch	KxR mates.

543. Like you, we and many others have written to J. K. Hanshew, but can get no reply. I fear his translation of the German Handbuch is indefinitely postponed, and the money gone where the woodbine twineth.

1943. We count for our Solution List only regular problems, position and problem tourneys. Solutions to problems in Loyd's Department should be sent to him, and to End Games in Becker's to him, in our care, if you wish.

574. It is not honorable to seek or give assistance in solving problems for solution prizes. Parties desiring solutions returned, or letters from us, that profit or interest them alone, should enclose stamps for return postage.

2188. In castling the K *must* move two steps to K S 1 (King's side) or Q B 1 (Queen's side); the K R *must* go to K B 1, and the Q R to Q 1.

502. See No. 69 of this CHESS JOURNAL for particulars of our tourneys and solution contest now in progress; the prizes offered amount to nearly one hundred dollars.

A Fortunate Chess Editor.

The highly esteemed chess editor of the *Cleveland Sunday Voice* says, in a late issue:

"We have just returned from a delightful visit to Detroit. What with Mr. Bull, the able chess editor of the *Free Press*, Messrs. Elder, Rogers, Allardt, Blair, and others, Detroit may justly be termed the stronghold of chess, second to none in the Union in its devotion to the great game. Let none of our chess friends pass within reach of Detroit without stopping over at the Antisdal House where Mr. Rogers does the honors at the desk and over the "board" with great courtesy.

A Lucky Chess Editor.

To the Chess Editor Globe-Democrat:

ST. LOUIS, March 9, 1877.—DEAR SIR.—I inclose $5 IN GOLD to be offered as an award to the person sending in the greatest number of correct solutions to the problems that may be published in your paper, commencing March 10, and ending June 3, inclusive. Reckoning two problems to each issue, there will be twenty-six problems published during that term.

I really hope this will only prove to be a "starter," and that others will feel disposed to contribute.

Yours truly, ***

DOWN TOWN CHESS.—The over-crowded state of Hoffman's Chess Rooms has induced Mr. Bassford, 149 Fulton street, near Broadway, to provide some six or eight chess boards and men for the accommodation of those players who cannot find a seat at the old place. Those who are fond of a quiet, uninterrupted game, may be gratified as above. It is a singular coincidence that the boards occupy the very spot where the first organized club in America played.—*Porter's Spirit of the Times, June*, 1859.

Philidor Chess Club.

A chess club of the above name was formed last December in St. John, N. B., and now numbers about twenty members. The officers are:

President, Rev. D. Macrae.

Vice President, George A. Henderson.

Secretary and Treasurer, J. E. Narraway.

Chess in Chicago.

The Chicago Chess Club, Nos. 63 and 65 Washington street, is open from 9 A. M. to 10 P. M. Many chess players meet daily at the Tremont House (Exchange) and at the Sherman House (Basement).

Napanee Chess Club.

The chess fraternity in Napanee, Canada, have lately organized a promising chess club, with the Rev. J. J. Bogert, President, A. R. Lee, Vice President, and W. H. Hooper, Secretary and Treasurer.

Inexpensive Chess.

This CHESS JOURNAL, and either the *Lebanon Herald*, *Cleveland Voice* or *Detroit Free Press*, can be had of us or of the chess editors respectively, one year (1877) for four dollars.

NOTICE: John J. Brownson will hereafter have charge of the Correspondence, and Miss Sarah M. Brownson of the Solution business of this Chess Magazine. The Problem Department will be managed by a well known Eastern composer from and after the May or next issue of the Journal, but until further notice all communications of any kind whatsoever should be addressed to Chess Journal, P. O. Box 2157, Dubuque, Iowa.

Gold for Brains!

The unprecedented success of our two-move Problem Tourney—a contest which evoked competition from half the States of the Union, and from Canada, England, Scotland, France, Italy, Austria, Germany and Switzerland, and produced a galaxy of gems from the greatest living composers—induces us to inaugurate a second Tourney, which, we trust, will be equally as brilliant.

THE PRIZES.

For the best chess problems conforming to the conditions specified below, we offer three prizes:

1—Ten dollars in gold.
2—Five dollars in gold.
3—Five dollars in gold.

THE PROBLEMS.

1—For the best set of two problems, in tw moves—one to be a direct mate and one a mate—the first prize.

rC

2—For the best direct mate problem in any set—the second prize.

3—For the best suimate problem in any set—the third prize.

4—For the second best set, the second best direct mate and the second best suimate—each, one year's subscription to THE HERALD, postage paid.

Each prize will be accompanied by an elegantly printed certificate, suitable for framing.

In addition, the author of each set or problem deemed worthy of *honorable mention* by the judges shall receive a handsomely printed certificate of that fact.

CONDITIONS.

1—Problems offered for competition in this Tourney must be original, and hitherto unpublished, the only stipulation allowed being, "White to play and mate (or suimate) in two moves." Each problem must be accurately diagrammed, and the author's solution must be on the *reverse* of the paper containing it.

2—Problems must reach us on or before September 1st, 1877.

3—Each set must be designated by a motto, and accompanied by a sealed envelope superscribed with the motto and containing the author's name and address.

4—Competition open to the world. Every composer may, of course, submit as many sets as he desires, but each set must bear a different motto.

Address

CHESS EDITOR HERALD,
P. O. LOCK BOX "A,"
Lebanon, Tennessee, U.S.A.

CALCULORUM GEMMÆ

FROM THE

DETROIT FREE PRESS.

Te si forte juvat studiorum pondere fessum
Non languere tamen, lususque movere per artem,
Callidiore modo tabula variatur aperta
Calculus, et vitreo peraguntur milite bella.

TOURNEY NUMBER ONE.

Problem No. 1. By F. W. Martindale.

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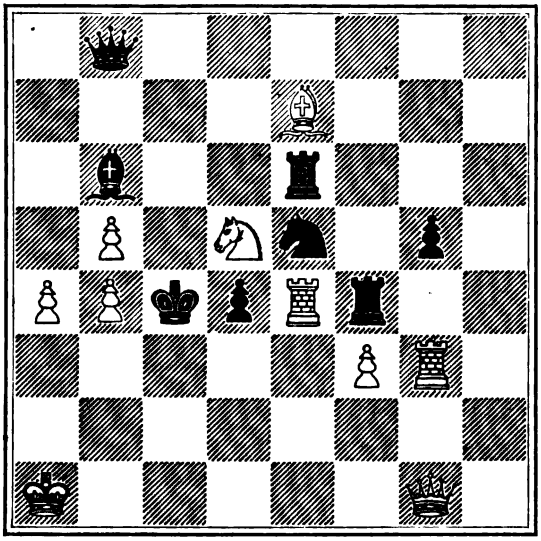


WHITE.

White to play and give mate in three moves.

PRIZE PROBLEM.

No. 2. By H. Boardman.

BLACK.

WHITE.

White to play and give mate in three moves.

No. 3. By G. E. Carpenter.

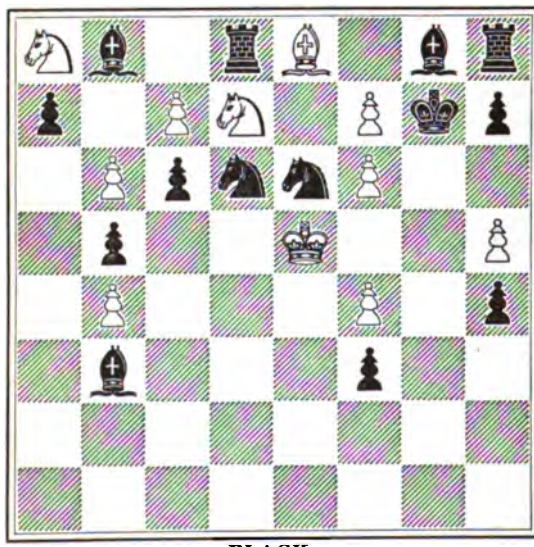
BLACK.

WHITE.

White to play and give mate in three moves.

No. 4. By X. Hawkins.

WHITE.

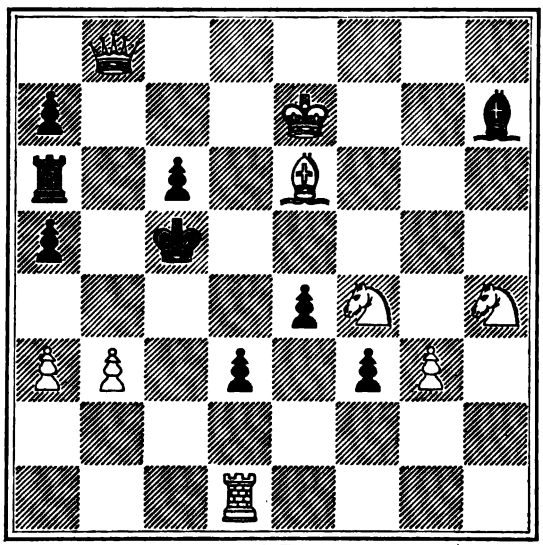


BLACK.

White to play and give mate in three moves.

No. 5. By "Marc."

BLACK.



WHITE.

White to play and give mate in three moves.

No. 6. By C. H. Wheeler.

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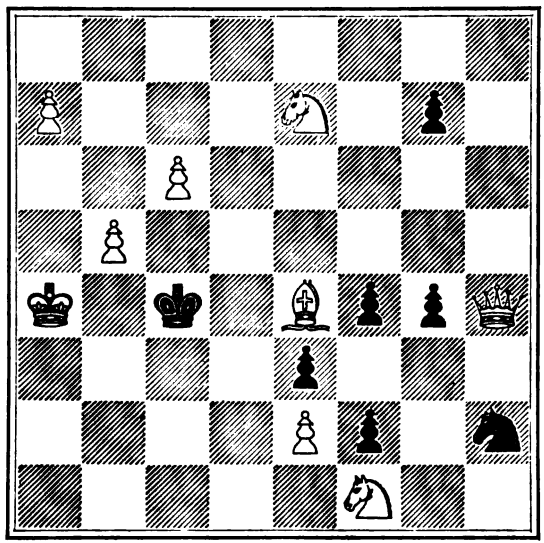
WHITE.

White to play and give mate in three moves.

No. 7. By T. P. Bull.

BLACK.



WHITE.

White to play and give mate in three moves.

No. 8. By R. L. C. White.

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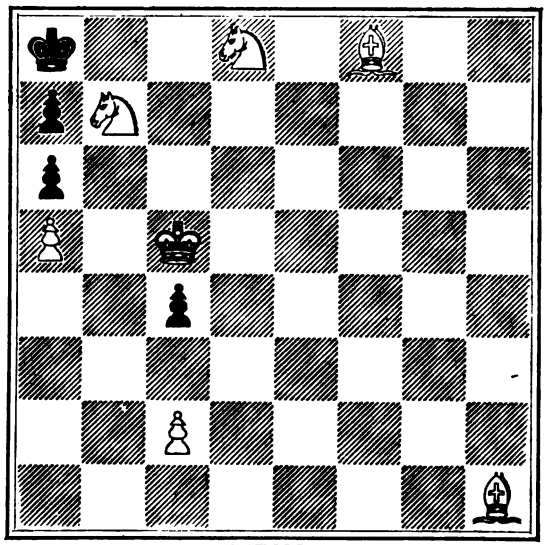

WHITE.

White to play and give mate in three moves.

Brownson's Chess Journal

LXXVII. MAY, 1877. NO 77.

CHESS NOTATION.—We use in this Journal the American Notation or abbreviation, viz: K for king, roi, rex or koenig; Q for queen, dame or regina; R for rook, castle or tour; B for bishop, fou, laufer or alfiere; S for springer, knight, horse or cavalier; P for pawn, pedona, bauer or pion.

No. 1361. By August Vorrath, of N. J.

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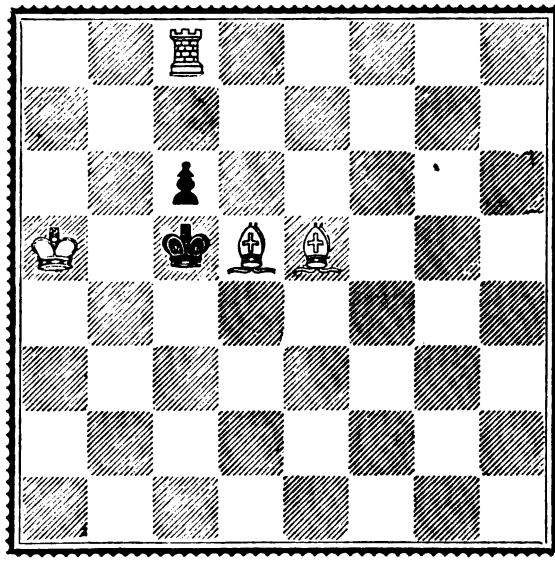

WHITE.

White to play and give mate in two moves.

Chess Upon the Brain.

BY JAMES C. MCINTYRE.

I knew him by his thoughtful air,
Abstracted mien and vacant stare;
Addressed him "check," he said "again"—
The man had chess upon the brain.

With umbrella folded neat,
He pensive stood upon the street,
Forgetful of the drenching rain—
A man with chess upon the brain.

And drew with rapid, skillful hand,
A problem on the yielding sand.
To find solution, tried in vain—
The man with chess upon the brain.

A passing 'bus, Oh! cruel fate!
His hasty move, alas! too late.
"Checkmate," he murmured, "lost again,"
And died with chess upon the brain.

The Advantages and Disadvantages of the Game of Chess.

BY EMANUEL BARBE.

It is generally believed by those who are unacquainted with the game of chess, that it is only for recreation and amusement; in this they err, as the game inspires a feeling of emulation, and considerably expands the intellect. But, you inquire, how does the game of chess expand intellect, since we al-

ways thought that it can only be expanded by study and observation? We reply, that the intellectual faculties may be enlarged and strengthened otherwise than by the simple process you have mentioned. Almost everything enlarges the mind, and whatever we do we obtain some knowledge from it. In the game of chess there are thirty-two pieces, and many of these move in a different manner. To learn these various maneuvres developes the memory and enlarges the faculty of observation, as it is necessary to be vigilant that we make our moves correctly, and the opponent does likewise. When playing, it is necessary to watch the antagonist's maneuvres, so as to detect his stratagems, and this promotes the habit of observation, consequently, you perceive that the game of chess teaches us never to act too hastily.

In many respects chess may be likened to our lives, and the better we understand the game the more apparent is this resemblance. Whenever we take a step in life it is necessary to consider the future, and whenever we move we should consider its result.

In life we hope for the morrow, and in the game we hope that we may issue forth victoriously. In life it is necessary to be circumspect, and in chess, also, we must be on our guard not to fall into the enemy's hand.

Circumspection is a good quality to possess, and it is particularly one of the leading features of the game. Circumspection in chess leads to observation in the occurences of daily affairs. It makes us look around often ere we proceed, and endeavor to per-

ceive the different moves that can be used for our purpose. When playing we cannot be too circumspect, as often before we are aware we are captured.

Another good quality which can be learned from the game is caution. We must never make moves too hastily, either in the game of chess or in the drama of life, and when we take a step we must do so with certainty. If generals were to permit their armies to march unto battle without having a regular method of proceedure and caution to execute it, they would invariably be conquered, but they always form a plan at home, which they endeavor to execute, being at the same time cautious to watch the enemy's maneuvres.

Finally, chess teaches courage and hopefulness. Never give up in despair, is the motto of the game. If we lose one game we should hope to win the next. It especially instructs how to control our temper when losing, and if we lose a game we should resign with equanimity and begin another with fresh courage and hope. It is in chess as in everything else, it should not be overdone, as we become weary of it and lose the taste for the game. It must not be played day and night, and night and day, but it should be enjoyed in moderation.

There are no real disadvantages to be derived from the game if we continue to employ it with moderation. Some persons say that the game leads to the habit of playing other games besides chess. Now, we have never been acquainted with any person who had a fair knowledge of this game, who even thought of playing any other game besides

chess. It is true that persons have become insane from its continual practice, but these were immoderate in enjoying the game. In our opinion a judicious practice of the game is worthy of cultivation, and no serious consequences may follow from it; on the contrary, it makes us feel more like applying ourselves to higher studies.

In the Chess Room of the Curhaus at Wiesbaden.

Quietly here in my corner I'm sitting—
Not far from the stove, you may guess—
Now glancing at figures past flitting,
Now watching the players at chess.

Without I can hear the wind howling,
And whistling, and raising a din;
But a fig for its roaring and growling,
Since all's snug and cosy within.

From the distance sweet music comes floating—
Such ravishing sounds never cloy
The ear, all unconsciously noting,
Yet ne'er hearing aught to annoy.

Though the view from the window be narrow,
The skaters there rivet my gaze,
Now darting forth swift as an arrow,
Now winding about in a maze;

All chatting and merrily laughing,
The ladies so graceful, so fair,
The gentlemen cheerily chaffing
As if they had never a care.

I long, with a deep, intense longing,
That I were but given the power
To mix where the thickest are thronging,
If only for one fleeting hour.

What would I not give to be able!
Oh, Patience! thou'rt hard, hard to learn.
I turn with a sigh to a table
Where signs of a game I discern.

That gentleman there is a Frenchman,
His face looks like bottled-up mirth,
His physique would not shame a henchman;
This here is a German by birth.

Those two every night have a battle,
Of games they have played quite a batch;
But Monsieur, with all his gay rattle,
For Herr S. is more than a match.

To-night Vict'ry halts in the balance,
Inclining now here and now there,
Till a fine *coup* from Monsieur de Vallance
Discloses a shrewdly-planned snare.

See! Monsieur is fidgeting, starting,
As if he'd sat down upon pins;
Be assured his opponent is smarting,
For ne'er does he that but he wins.

In vain Herr S. ponders and lingers
When Monsieur so slyly looks round
A great pinch of snuff 'twixt his fingers,
That gradually falls to the ground.

I've often stood near him while playing,
And seen—there's his signal—"Ha, ha!"
Just list how politely he's saying—
"*Je vous donne, Monsieur, echec et mat!*"

My eyes o'er the chess table straying,
Now light on a different pair—
With a young brilliant "chesser" is playing
A little old man with white hair.

Tho' he's seen more than seventy summers,
Tho' gout, sad to say, is his guest,
Yet he boldly encounters all comers,
And rarely is proved second best.

Watch how his small bright eyes are twinkling,
There, triumph already peeps through;
His broad, beaming brow he is wrinkling—
He, I'm certain, a mate has in view.

Observe the fine net he has woven
To land his already doomed foe
Who proves that, as many have proven,
To play with old B. is "no go."

But who is this ent'ring the portals?
Confound it! it's that fellow A.
He's one of those wearisome mortals
Who never are sure what to play.

He points here and there with his fingers,
Hesitates between "will" and "will not,"
O'er the simplest of simple moves lingers,
Touches pieces as they were red-hot.

He nods, gives a grunt, then a whisper;
Surely *now* he is going to play.
But no! So my temper grows crisper,
And I doubt very soon 'twill give way.

As I'm sure apoplexy is nearing,
Caused by chaffing, impatience and ire,
He looks up and says mildly, leering—
"I hope I do not make you tire."

All this from experience I'm writing;
Don't think that too strongly I paint—
Merely *seeing* those slow coaches fighting
Would provoke the most long-suff'ring saint.

What a state A.'s approach makes me feel in!
Ah! now he has got me in sight.
"*Guten tag, Meinherr, wollen sie spielen?*"
"*Nein, danke, ich habe nicht zeit.*"

A word for your own private hearing—
As I never can shake off this bore,
I'll be afther, like Pat, disappearing—
So now here we are at the door.

—*Wm. Finlayson in Glasgow News of the Week.*

Fancy Chess.

Not solid, instructive variations of lawful moves in the openings or other parts of the game is the object aimed at here, but irreverent, frivolous attacks on the very foundation of the rules laid down so methodically in Staunton. Perhaps the majority of chess players, particularly the old stagers, want to hear or read nothing about such light-headed hum-

bug; they come to the club every afternoon, or meet a kindred spirit in the evening, for the purpose of playing or looking at chess, pure and unadulterated; they can stand an astonishing quantity of it, day after day and year after year; but there are also a respectable number of players, particularly among those young in years, who delight in some radical change once in a while. It is for the amusement of these that I proceed to enumerate some fantastic variations in playing, that I have come across in the chess clubs of our large cities. "When in doubt, capture or take," says the rule. The unwary novice generally tumbles over at the first move in this game. You obligingly request him to take the move; he will probably play P K 4; you answer P K R 4; he, of course, takes this pawn with his Queen, and the Queen is lost. Again, extremely cautious play is the best rule for this game. Erect a barricade around your Queen, so you can keep her out of harm's way until the board is pretty well cleared off."

"Do not take or capture everything," is the rule in another game. Here the best way of playing is the opposite of that recommended in the first mentioned game. Run your pieces, particularly the Knights and the Queen, recklessly into the enemy's territory near his King, and try to mate him. If you can place your Queen just in front of the adverse King, when he is on the side of the board, he is mated. Neither the King nor any other piece or pawn can take her, whether she be protected or not. But while you attack, look sharp after your own

King. It is good to castle as soon as possible, and to surround his majesty thickly with pawns and pieces, so the adverse Knights cannot reach him. This is a very lively and amusing game, and furnishes ample scope for fine combinations.

[*To be continued.*]

No. 1362. By Miss Sofie Schett, of Unter-Waltersdorf.

From the Vienna Salonblatt.

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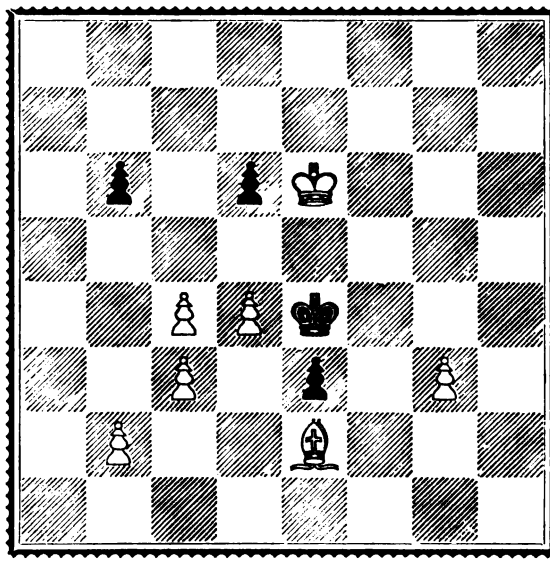
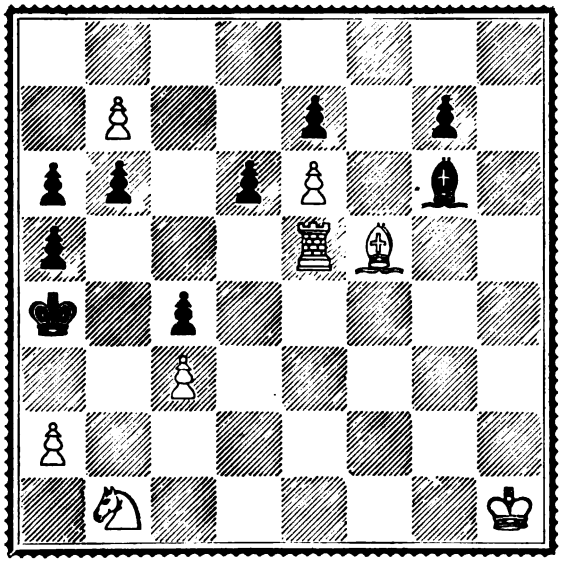


WHITE.

White to play and mate in four moves.

No. 1363. By F. W. Martindale, of N. Y.

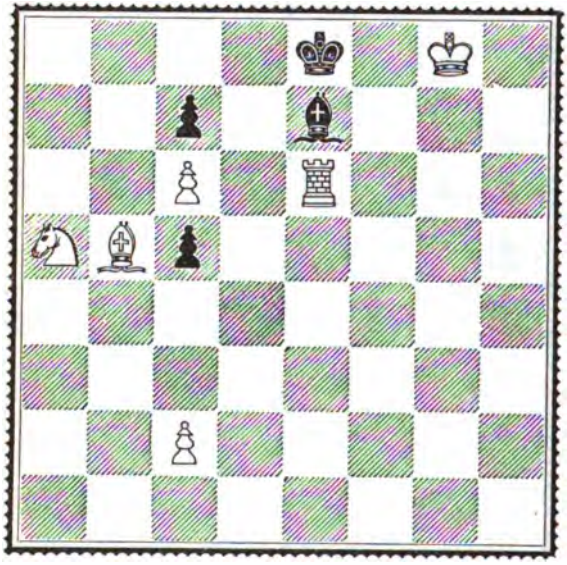


White to play and give mate in three moves.

Solutions to Regular Problems.

1301	1 S K B 2	1 P K B 4
	2 K Q 1	2 B K B 3
	3 K K 2	3 K K S 2
	4 K K 3	4 B K B 2
	5 K Q 4	5 R K B 1
	6 K Q B 4	6 K K R 1
	7 K Q S 4	
	8 K×P	
1302	1 Q×S+ or 1 S×S	
1303	1 Q Q S 8	S×B 2 Q×Q S P
	———	P (Q) Q×Q R P+

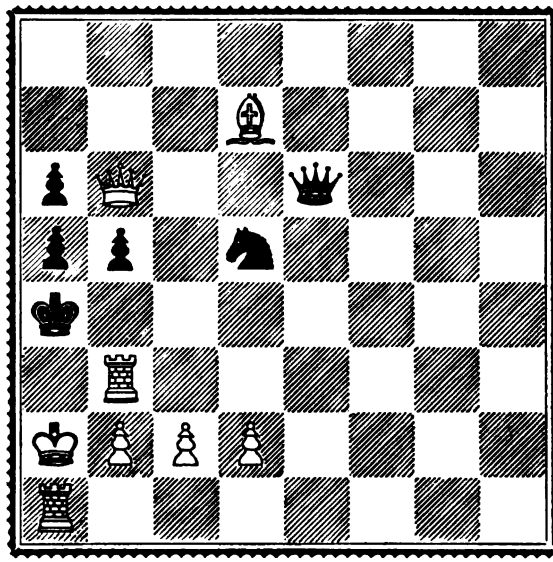
No. 1364. By L. W. Mudge, of New York.



White to play and give mate in four moves.

	———	P Q 5	Q×S
	———	K Q 5	Q K R 8+
1304	1 R×K B P+	K S×R	
	2 Q Q 6+	K S×Q	3 B K S 7+
1305	1 S Q B 6+	P×S	
	2 Q Q S 5+	P×Q	
	3 P×P+	K×Q S P	
	4 B Q 4+	P Q B 4	
	5 P×P en pass++		
1306	1 P K R 4	4 P K R 7	
	2 P K R 5	5 P (Q)+	
	3 P K R 6	6 Q Q R 2±	
1307	1 S K 7	K K 1	

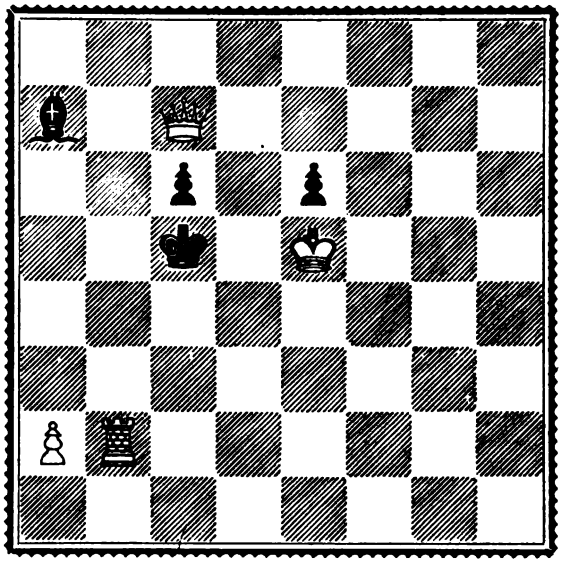
No. 1365. By F. M. Teed, of New York.



White to play and self-mate in ten moves.

2 S K S 6	K Q 1
3 S B 8	K K 1
4 S Q 7	K Q 1
5 S K B 6	K Q B 1
6 S Q 5	K Q 1
7 S×P	K K 1
8 S Q 5	K K B 1
9 S K 7	K K 1
10 S K S 6	K Q 1
11 S K B 8	K K 1
12 S Q 7	K Q 1
13 S K B 6	K Q B 1
14 S K 8	K Q 1

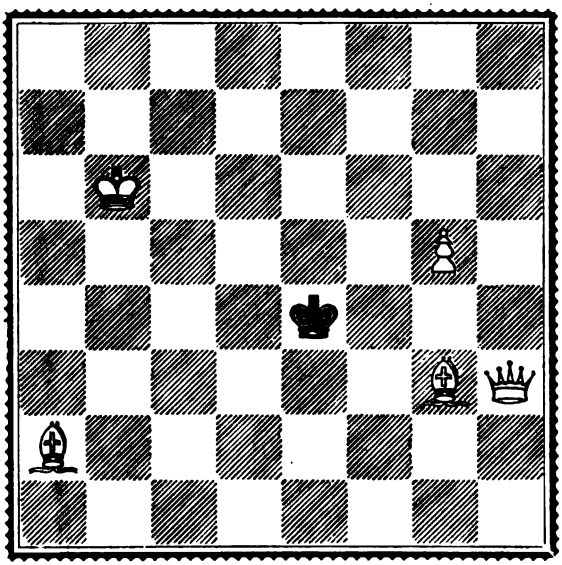
No. 1366. By Emanuel Barbe.



White to play and mate in three moves.

15 S Q B 7	K Q B 1
16 S K 6	K Q S 1
17 S Q 4	K Q B 1
18 S×P	K Q 1
19 S Q B 5	K K 1
20 S Q 7	K Q 1
21 S K B 6	K Q B 1
22 P S 4	K Q 1
23 P S 5	K B 1
24 P S 6	K S 1
25 S Q 5	K B 1
26 S S 4	K S 1
27 S B 6+	K B 1 or K R 1

No. 1367. By W. R. Hale, of South Carolina.



White to play and give mate in three moves.

28 P S 7±

1308 1 B Q B 3 or 1 S Q 4

1309 1 B K R 5 R×B 2 Q K R 3+

1310 1 Q Q B 8

1311 1 R×S+ Q×Q 2 R K 8+
K K 3 Q K B 6+

1312 1 Q Q S 7

1313 1 K Q R 2

1314 1 Q K 1 R×R 2 Q K B 2+
K K 4 S K S 6+
B Q R 4 Q K B 2+

1315 1 R Q B 7

1316 1 Q Q 1+ K Q R 7
2 Q Q R 4+ K Q S 8

3 K Q B 3 R Q S 1!
4 Q K 4+ K Q R 7
5 Q Q 5+ K Q R 8
6 Q K R 1+ K Q R 7
7 Q K R 2+ K Q S 8
8 Q×R+ K Q B 8
9 Q Q S 2+ any 10 mates.

1317 1 S K 6 K K 6 2 B Q B 5+

1318 1 B Q B 3 or 1 S Q S 4

1319 1 Q Q 7 1320 1 R K 5
1321 1 Q×P 1322 1 Q Q R 4
1323 1 K×B 1324 1 P Q R 3
1325 1 B Q B 3 2 R Q 8 3 B K B 6
1326 1 S Q B 6 1327 1 B K S 2
1328 1 S Q B 6 Q×R+ 2 B×Q
——— Q K B 4+ R×Q+
——— K×S B K B 3+
1329 1 B K 6 P×B 2 B Q 8
——— Q×R S×B
1330 1 B Q R 2 1331 1 S K 1
1332 1 Q K R 8 P K S 3
2 R×Q S P B×R
3 Q Q 4+ B×Q±
1333 1 K S Q B 2
1334 1 S B 5+ 10 Q×S+
2 Q×P+ 11 Q B 6+
3 Q S 4+ 12 P×B+
4 B×B+ 13 B×Q
5 R Q 2+ 14 S S 5
6 Q×R+ 15 B B 5
7 Q×B P+ 15 B×K R P
8 Q×P+ 17 Q Q R 8
9 Q Q B 6+ 18 R+ and R±
1335 1 S K B 5
1336 1 Q K 8+ B×Q 2 S Q B 4
——— P Q B 7 B×K P

	———	S×K P	S Q S 4
1337	1 B K B 8 or 1 K×S		
1338	1 B K R 1	1339	1 B Q 3
1340	1 R K 1 or 1 R×B		
1341	1 R×Q B P+	K×R	
	2 K K 2	K Q B 8	3 K Q 3
1342	1 R Q 1	1343	1 R×Q P
1344	In three moves; e. g.		
	1 Q Q 7	R Q B 2	2 Q Q S 5+
	———	R Q B 3+	Q×R
1345	1 Q K R 7 or 1 K K B 4		

GAME DEPARTMENT.

CHRIS. BECKER, Editor.

Until further notice all communications for this Department are to be addressed: CHESS JOURNAL, P. O. Box 2157, Dubuque, Iowa.

Chess in London.

First game in the pending match for the championship, played at Simpson's Divan, London, April 1, 1877:

Paul Morphy.	W. Steinitz.
1 P Q 4	1 Q S B 3
2 P Q 5	2 Q S S 1
3 P K 4	3 K S B 3
4 P K 5	4 K S S 1
5 B Q 3	5 P K B 3

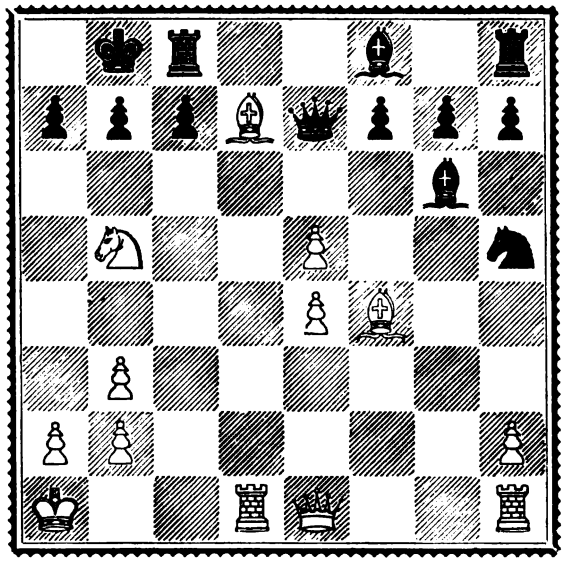
Mr. Morphy forced a mate in three moves in his old style.

Chess in Chicago.

The following position occurred recently at the Chicago Chess Club, in a game between Messrs. Hosmer and Adair:

End Game No. 3.

BLACK. ADAIR.



WHITE. HOSMER.

White's move.

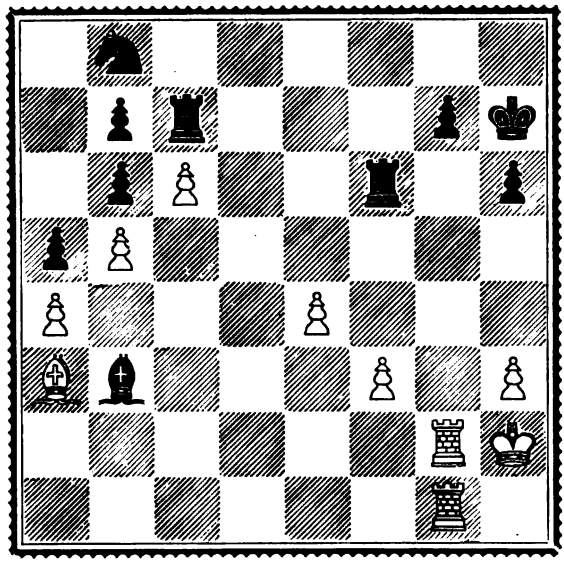
17 Q R 5	17 P Q R 3
18 B K 3	18 Q Q S 5
19 B R 7+	19 K R 1
20 Q×R P!	20 B×P

and White forced mate in five moves. How?

End Game No. 4.

The following position happened in a game played in March, 1877, "Under the Sherman House," Chicago, between Dr. L. and Mr. Uedemann:

BLACK. DR. L.



WHITE. UEDEMANN.

White to play and win.

Solution of End Game No. 1.

1 P×P	1 P×P
2 P B 4	2 Q P×P (*a*)
3 P×P	3 P×P
4 K B 3	4 K B 2 (*b*)
5 K×P	5 K S 3

6 P Q 5 (*c*)	6 P×P+
7 K×P	7 K B 2 (*d*)
8 K Q 6 (*e*)	8 K K 1
9 K B 5	9 K K 2
10 K S 5	10 K K 3
11 K×P	11 K×P
12 K S 5	12 K B 5
13 K B 4 draws.	

a] 2 · — P S 5, 3 K B 2, P R 5, 4 K S 2, K K 2, 5 K B 2. White keeps moving his King backward and forward, and advances the Bishop's pawn when the Black King threatens to assist his passed pawns, or when he attacks the White pawns in the rear.

b] 4 —— K K 2 (?) 5 KxP, K Q 2, 6 K S 5, and wins.

c] The only move to draw.

d] If —— 7 P R 5, 8 K Q 6 and White queenes his pawn.

e] Again the only move.

Solution of End Game No. 2.

1 P B 6	1 R×P
2 P B 7	2 R B 3
3 R K B 1 wins.	

Chess in Boston.

The following "chessikin" occurred some years ago between Capt. MacKenzie and a president of the Boston Chess Club:

Remove White's K S.

MacKenzie.	Mr. X.
1 P K 4	1 P K 4
2 B B 4	2 K S B 3
3 P Q 4	3 S×P
4 P×P	4 S×P
5 Castles	5 S×Q

White mates in two moves.

GAME No. 686. (Sicilian.)

Played some months ago at the New York Chess Club.

Marr.	Whittaker.
1 P K 4	1 P Q B 4
2 P Q 4	2 P K 3
3 P Q B 3 (*a*)	3 Q S B 3
4 P Q R 3 (*b*)	4 P Q S 3
5 B Q B 4	5 B S 2
6 P Q 5	6 S K 4
7 B R 2	7 P B 5 !
8 P×P	8 S Q 6+(*c*)
9 Q×S ! (*d*)	9 P×Q
10 P×B P+	10 K K 2
11 P×S, (Q)	11 R×Q
12 B S 5+	Resigns.

a] 3 K S B 3 is the customary course.

b] White should play out his pieces.

c] Premature; he should have played 8 —— Q PxP [if B PxP, 9 Q R 5 ch], and White can not prevent this dangerous check. In fact, Black would then have had a much superior game.

d] Quite pretty.

GAME No. 687. (Scotch Gambit.)

Played at the Cafe International, New York, August, 1876.

Judd.	Mason.
1 P K 4	1 P K 4
2 K S B 3	2 Q S B 3
3 P Q 4	3 P×P
4 S×P	4 Q R 5
5 K S B 3	5 Q×K P+
6 B K 2	6 B S 5+
7 P B 3	7 B K 2
8 Castles	8 K S B 3
9 B Q 3	9 Q K S 5

10 R K 1	10 P Q 4 (*a*)
11 B Q S 5 (*b*)	11 B K 3
12 P K R 3	12 Q R 4
13 R K 5	13 B K B 4 (*c*)
14 Q K 1	14 S K 5
15 S Q 4	15 Castles
16 B×S	16 P×B
17 S×B	17 K R 1
18 R×B (*d*)	18 Q×S
19 R×Q B P	19 Q K 4
20 R S 7	20 Q Q 3
21 P B 3 (*e*)	21 S Q B 4
22 R K 7 (*f*)	22 S Q 6
23 Q K 3	23 S×B
24 R S 7	24 Q R K 1 (*g*)
25 Q×S	25 Q S 6
26 S R 3	26 R K 7
27 Q K B 1	27 K R K 1
28 R×R P	28 R×Q S P (*h*)
29 R B 1	29 Q S 1
30 R R 4	30 Q R K 7
31 S B 2	31 P Q B 4
32 P K B 4	32 P K R 4
33 S K 1 (*i*)	33 Q S 4
34 R R 7	34 Q S 3
35 R R 4 (*k*)	35 P B 5+
36 K R 2	36 R K B 7
37 Q S 1	37 Q K 6
38 R B 2	38 Q×K B P+
Resigns.	

a] This involves Black in serious trouble. A much better defense might have been made by 10 —— Castles or 10 —— P Q 3.

b] Mr. Judd, with his usual precision, makes the most of his chance.

c] The only move to save the Queen.

d] 18 P K S 4 would win another piece, but would also give Black an attack.

e] 21 B K 3 is better.

f] White's best play now is to give up the exchange by 22 R S 3.

g] Black might have saved his S by 24 —— Q K B 5 [25 QxQ, S K 7 ch], but the move in the text is the beginning of a good attack.

h] If 28 —— P R 3, threatening R K 8, White replies 29 R R 8.

i] Not good, as both of the White Rooks can now be still more readily assailed by the adverse Queen.

k] White cannot play the Rook anywhere else without losing a piece.

GAME No. 688. (Bishop's Gambit.)

Played recently in Mexico.

W. Carrington.	A. C. Vazquez.
1 P K 4	1 P K 4
2 P K B 4	2 P×P
3 B B 4	3 Q R 5+
4 K B 1	4 P K S 4
5 P Q 4	5 B S 2
6 S Q B 3	6 P Q B 3 (*a*)
7 S K B 3	7 Q R 4
8 K S 1 (*b*)	8 P Q S 4
9 B S 3	9 P Q R 4
10 P Q R 4	10 P Q S 5
11 S K 2	11 B Q R 3
12 B Q 2 (*c*)	12 B×S (*d*)
13 Q×B	13 P K S 5
14 S K 5	14 B×S
15 P×B	15 P B 6
16 P×P	16 P×P
17 Q B 2	17 S K R 3
18 B×S (*e*)	18 R S 1+

19 K B 1 (*f*)	19 Q R 6+
20 K K 1	20 R S 7
21 Q B 1 (*g*)	21 R K 7+
22 K Q 1	22 Q×B
23 B×P+	23 K K 2
Resigns.	

a] 6 —— P Q 3 or S K 2 are better moves, though neither can maintain the gambit pawn.

b] 8 P K 5 or 8 P K R 4! would have been stronger.

c] This Bishop could be developed later with more advantage; 12 P K 5, followed in some variations by P K R 4 is more to the purpose.

d] Black plays the game well now.

e] Very bad; losing the game at once. 18 B K B 4 was absolutely necessary.

f] The best White has now is 19 Q S 3, RxQ, 20 Px R, QxP, 21 K B 2, &c.

g] 21 Q Q 4, P B 7 ch, 22 K Q 1, [22 K K 2, P B 8, Q ch, 23 KxQ, RxR P ch,] 22 —— Q B 6 ch, and 23 —— P B 8.

GAME No. 689. (Philidor's Defense.)

Played in the International Correspondence Tournament, between Dr. R. L. C. White, Lebanon, Tenn., and Mr. W. F. Jones, Bellevi le, Ont.

White.	Jones.
1 P K 4	1 P K 4
2 K S B 3	2 P Q 3
3 P Q 4	3 P×P
4 Q×P	4 B Q 2
5 B K 3	5 K S B 3
6 Q S B 3	6 B K 2
7 K B B 4	7 Q S B 3
8 Q Q 2	8 S K 4
9 S×S	9 P×S

10 P Q R 3 (*a*)	10 Castles
11 P B 4	11 B Q B 3
12 B Q 3	12 P×P (*b*)
13 B×B P	13 Q Q 2
14 Castles Q R	14 K R Q 1 (*c*)
15 P K R 3	15 S K R 4
16 K R B 1	16 S×B (*d*)
17 Q×S	17 B Q B 4
18 B Q B 4	18 Q K 2
19 Q×P+	Resigns. (*e*)

a] 10 castles K R and 11 P B 4 is usually played here. It is generally stronger for the attack in this opening to castle on the Queen's side.

b] White's game is to be preferred after this move. 12 —— S S 5 would have been better.

c] Black's pieces are in awkward places, and this move does not improve his game. The King's Rook stood better where it was.

d] Black has succeeded in making his game a little worse at each move, ever since Dr. White departed from the books.

e] A somewhat sudden and early resignation; 19 —— K R 1 was his best contimation, but White's extra pawn should win.

GAME No. 690. (Danish Gambit.)

Played "Under the Sherman House," Chicago, April, 1877.

Uedemann.	Goggin.
1 P K 4	1 P K 4
2 P Q 4	2 P×P
3 P Q B 3	3 P×P
4 B Q B 4	4 P×P (*a*)
5 Q B×P	5 B S 5+
6 S Q B 3	6 B×S+
7 B×B	7 K S B 3

8 S B 3	8 Q S B 3
9 Q B 2 (*b*)	9 P Q 3
10 Castles Q R	10 B S 5
11 P K R 3	11 B×S
12 P×B	12 Q K 2
13 K R S 1	13 Castles K R (*c*)
14 Q S 2	14 S K 4 (*d*)
15 P B 4 (*e*)	15 S×B (*f*)
16 B×S	16 S×Q

White mates in three moves.

a] Theoretically, Black has, perhaps, now a won game, as White is unable to regain the two sacrificed pawns; but practically, White has the best of it.

b] Preparing to castle on the Queen's side, which is very effective in the attack of this opening, although not often practiced.

c] Black's game is lost after this move. His best course was 13 —— Castles Q R, 14 RxP, S K 4, 15 BxS, QxB, 16 RxB P, R Q 2; even game.

d] 14 —— K R 1, 15 RxS P, S K 4, 16 P B 4.

e] A very pretty and correct move.

f] 15 —— Q S Q 2, 16 P K 5, PxP, 17 PxP, S Q 1, [17 —— S K 5, 18 RxS, QxR, 19 P K 6,] 18 P K 6, Q S B 3, [18 —— PxP, 19 Bx S P, SxB, 20 BxP ch,] 19 R Q 7, Sx R, 20 BxP, wins. The defense may vary from many of the above moves, but White's attack will always be found overwhelming. Each of his pieces seems to be in its best possible place.

The Scotch Gambit.

(*Continued from page* 129.)

7 P K 5	7 Q K 2

A.

8 P K B 4 (B, C)	8 Castles
9 B K 2 (*a*)	9 S Q 4

10 Castles 10 P Q 3
11 B Q B 4

[11 PxP, QxP, 12 P B 5, S B 5, 13 B Q B 3 (or B K 3), SxB ch, 14 QxS, S Q 5, 15 Q S 4, SxK B P, 16 RxS? P K S 3]. 11 PxP
12 PxP

[12 BxS, SxB]. 12 B K 3; good game

a.

9 B B 4

[9 B S 5, Q S 5 ch; similar to Var. B].
9 P Q 3

[or 9 —— Q S 5 ch, 10 S Q 2, SxB, 11 P B 3, QxS P, 12 PxQ S, R K 1, or QxQ P, &c.]

10 Castles 10 PxP
11 PxP 11 SxP
12 R K 1 12 B S 5
13 B K 2

[13 RxS, QxR; if 13 Q Q 2, SxB; if 13 Q Q 3, S B 6 ch; if 13 Q B 1, K S Q 2].
13 Q R Q 1

14 BxB 14 P B 4

[not sound is 14 —— RxB, 15 QxR, S B 6 ch, 16 PxS, QxR ch, 17 K S 2, R K 1, 18 Q S 1!]

15 Q K 2 15 PxB; better game.

B.

8 B S 5 8 Q S 5 ch
9 P B 3

[9 B B 3, Q K 5 ch, 10 Q K 2, QxQ, 11 KxQ, S Q 4; even]. 9 QxK B
10 PxS 10 SxB
11 PxS

[11 QxS, PxP, 12 QxP, Castles].

	11 Castles
12 Q S 4	12 R K 1 ch
13 K Q 1	13 Q Q 6 ch

[13 —— P K S 3 appears quite sound and stronger].

14 S Q 2	14 Q S 3

Even game.

C.

8 B K 2	
[8 B B 4, P Q 3].	8 SxP
9 Castles	9 Castles
10 R K 1	10 S B 3
11 B K B 3	11 Q Q 1
12 S B 3	12 SxB
13 QxS	13 P B 3
14 Q Q 6 [or Q Q S 4!]	14 S K 1
15 Q K 7	
[15 Q S 3, P Q 4].	15 QxQ
16 RxQ	16 P Q 4
17 Q R K 1	17 S Q 3 with a pawn ahead.

[*To be continued.*]

Chess in Chicago.

A largely attended meeting of chess players was held at Henrici's coffee house, No. 174 Madison St., April 14th, for the purpose of organizing a chess club. Capt. Adair was elected chairman, and Mr. Sonnenschein secretary. The next meeting will be held at the same place Wednesday at 5 P. M.—*From Chicago Tribune.*

Chess in England.

A meeting of the Norfolk and Norwich Chess Club, specially convened, was held at the Jenny Lind Restaurant, Norwich, on Thursday, the 22d February, John Gunn, Esq., in the chair, and among those present were A. Master, Esq., G. C. L. Knight, Esq., of Wymondham, George Wilson, Esq., (the Hon. Secretary), and Messrs. Breeze, Brown, Beecheno, Crook, R. A. Cooper, Littleboy, Rudd, Ketton, Thurgar, S. B. Taylor and I. O. Howard Taylor, &c.

Mr. Howard Taylor announced that he had been requested and desired by Mrs. Bolton, the widow of the Rev. Horatio Bolton, late of Thorpe Hamlet, to offer to the club, if they wished to accept them, a chess board and set of chess men, formerly used by and made expressly for that gentleman, as a memorial of her husband, and of his long connection with the club in years past. He assured the club that the intrinsic value of the proposed gift was considerable, the board being unusually handsome and serviceable, but this value was nothing when compared with its association with the memory of a gentleman who was not only by far the greatest player Norfolk had produced, and long president of the club in the days when the lamented Mr. Rainger was its secretary, but recognized as the "Father of English chess problem composition." His fame as a constructor of these intellectual puzzles was world wide, and the vast majority of Norwich men were too little aware of his reputation abroad. The foremost English critic, Mr. Andrews, was now in the pages of the "Huddersfield College Magazine," treating on the

problems of Bolton and Bone. Mr. Bolton's problems were found not only numerous in the collection of gems published by Mr. Miles, of Fakenham, but in the "Palamede," when edited by La Bourdonnais, and in the German collections by Max Lange and Dufresne. The very first issue of the "Chess Player's Chronicle" was graced by one of his works, and the "Hand-book and Chess Player's Companion" of Staunton contained many of his problems, and so did "The Illustrated London News." Fourteen might be found given as masterpieces in the "English Chess Problems," recently edited by the Messieurs Pierce, and the Rev. C. Gape was in possession of others in manuscript. Some of his problems were miracles of genius and laborious perseverance, (which, perhaps, would only be fully appreciated by a problem composer,) such, for instance, as that in 37 moves known as "The Invincible," happily named as many others were. Mr. Bolton was the "Norfolk Hero of Chess," and strange and daring as the statement might seem, he (Mr. Howard Taylor) was by no means certain that as the achievements of chess genius were handed down century after century in all climes, the peaceful triumphs of Mr. Bolton's intellect would not outlast the recollection of even the victories of his great relative, Lord Nelson.

The above announcement drew hearty acclamation from the members present, and a resolution was immediately moved in a felicitous speech by Mr. Crook, the senior member present, and seconded by the Hon. Secretary, and adopted unanimously:

That the kind and generous offer of Mrs. Bolton

of a board and men associated with the memory of the Rev. Horatio Bolton, the father of English chess problem composition, and who was for many years president of this club, be and is hereby accepted with cordial thanks.

An animated discussion then followed as to the best way of recognizing the gift, and it was eventually decided that a gathering of chess players of the city and county should take place at an early date, to which some distinguished chess master should be invited, and at which the board and men will be formally received by the club.—*Norwich Mercury.*

Huddersfield College Magazine.

This excellent monthly has lately been enlarged to twenty-eight pages, of which eight to ten are devoted to chess. The April number was out on time, and contains:—

Chess—Problem Tourney—Set No. VI.

English Problem Masters, No. 1. Mr. William Bone, Part II.

Chess in Canada. A Knight's Tour.

Chess Jottings, Rev. Horatio Bolton. Chess in Ireland, &c.

The Inter-University Chess Match.

Solutions of Problems.

The Winsted--Conn.--News.

A new chess column was commenced in the above on the 7th ult. The editor makes his bow to the chess public as follows:

Chess, simply defined, is an intellectual pastime; but of all pastimes this approaches nearest to science. Probably no other game could be devised which combines recreation with intellectual training as well as chess. It not merely amuses, but by taking possession of the mental faculties, diverts the mind from business cares and creates for it a healthful growth.

For the benefit of those who imagine chess to be a difficult game, either in acquiring or practicing, we quote the following from an eminent chess writer and player:

"The moves may be learned in half an hour, and a week's practice will develope a sufficient amount of skill to afford both pleasure and profit to the pupil and tutor."

Every player will find the study of the problems which may appear from time to time in this column a pleasant and profitable deviation from the study of the regular games, and as we shall continue it so long as practicable, we hope to hear from our chess friends, not only in the way of answers, but in forwarding problems to us for publication. As we cannot publish but one problem per week, all those accepted will be printed in the order received.

All communications should be addressed to "THE WINSTED CHESS CLUB," Winsted, Conn.

New Dominion Monthly.

This popular Canadian magazine contains an excellent chess department, under the able management of Mr. J. G. Ascher, a prominent member of the Montreal Chess Club. In the April term we are treated to a long and interesting original chess story, games and problem. This with the *Toronto Globe* and *Western Advertiser* should keep Canadians posted.

PROBLEM DEPARTMENT.

Conducted by F. M. Teed, P. O. Address, 352 West 15th St., New York, N. Y.

☞ All correspondence and contributions for this DEPARTMENT should be addressed as above, except Solutions to *published* problems, which, until further notice, should be sent to CHESS JOURNAL, P. O. Box 2157, Dubuque, Iowa.

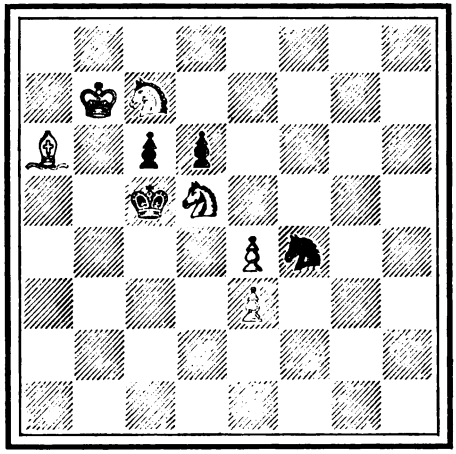
Problems in the above will begin in the next number, and our readers are urgently requested to forward to Mr. Teed contributions, either of problems, criticisms or articles.

Chess in New York.

The Café International, No. 699 Broadway, is fast becoming as noted a chess resort as Simpson's Divan in London. We learn from the *Turf, Field and Farm* that at this first class restaurant, a unique reading room, where 300 newspapers from all parts of the world, are kept on file, a chess room with twenty-eight tables and a library of 400 chess books, make Mr. Leiders, the energetic proprietor, deserving of the greatest success. Every distinguished chesser visiting New York is sure to visit this elegant establishment. The contest for the champion cup at the New York Chess Club is still progressing, with Mr. Limbeck leading.

Tourney Six. Problem No. 62.

BLACK.



WHITE.

White to play and give mate in three moves.

Chicago Chess Association.

The Chicago Chess Association was organized on the 21st at Henrici's Café, 174 Madison Street. The officers elect for the first year are: J. D. Adair, President; Dr. L. H. Watson, Vice President; Chris. Becker, Secretary; Max Sonnenschein, Financial Secretary; August Blum, Treasurer; Dr. J. B. Duff, Louis Uedemann, Henry Burdick, Executive Committee. The yearly dues were fixed at four dollars per annum, payable quarterly. Forty-six members have been enrolled and signed the constitution and laws.

Chess in England.

It is rumored that Mr. Blackburne and Herr Zukertort are about to contest a match for chess superiority. As these gentlemen now rank next to Wm. Steinitz, the chess champion of the world, intense interest is aroused as to this hoped for contest.

The St. George Club's Tournament was won by Dr. Ballard, (first prize), and Prof. Wayte, (second prize).

In the West End Club Messrs. Heath and Ryan were the winners. In the Inter-University match, Oxford won.

Mr. Gossip is busy on a new book, "Chess Openings," on the plan of Wormald's Chess Openings. Herr Steinitz is giving chess seances *partout*, and chess clubs are thriving all over England. Many of the nobility and clergy encourage this intellectual pastime, but unfortunately there is arising a spirit of innovation that must ultimately injure the game. Games are played with the Bishops and Knights transposed, and it is now said to be a rule in England that when a pawn reaches the eighth row, it may, at the option of the player, remain a pawn, that can never more move! Why not play four-handed chess, or the two-handed game on 49 or 81 squared boards, if ennuyéd with the old game?

We learn from the *Westminster Papers* that the lines on page 144, credited by us to the *Tribune*, were by Jemmette Brown. An extensive and entertaining chess column now appears in the *Amateur World*, address J. T. Palmer, 28 John Street, Kingston Square, Hull. It is a monthly, and is sent post free to America for one dollar per annum.

Chess in Australia.

Our Australian dates are to March 10th. Mr. Fisher leads in the Sydney Chess Club Tourney. Mr. Wisker was playing blindfold chess and attending picnics. The many critics and composers of problems seem to be hard at work, and the press led by Wm. Crane, Jr., in the *Town and Country Journal* keep everybody well posted in chess matters all over the world. Thus does chess keep pace with the march of civilization, south as well as west.

The Sunny South.

The Sunny South is a weekly newspaper published in Atlanta, Georgia. John H. Seals is the editor and proprietor, W. H. Seals is the business manager, Mrs. Mary E. Bryan and Dr. A. L. Hamilton are the assistant editors. Besides serial stories, poems, biographies, illustrations, news, travels, items, criticisms, witticisms, etc., it contains a good chess column. From its issue of April 21st we learn that two friendly matches have taken place during the past month at the rooms of the Young Men's Library, in Atlanta, between Mr. I. E. Orchard, of Columbia, South Carolina, and Mr. A. F. Wurm, of Atlanta, Ga. These contests resulted as follows:

First Match—Orchard, 11; Wurm, 8; drawn. 3.

Second Match—Orchard, 3; Wurm, 9; drawn, 1.

Mr. Orchard won a majority of the off-hand games.

The Evening News.

The (Detroit) *Evening News* is a lively little paper that contains an excellent chess column. From its issue of the 23d, we learn that the third game (72 moves) in the telegraphic match between Detroit and Mt. Clemens resulted in a draw. Each party having already won one game, the rubber was started that evening.

TO CORRESPONDENTS.

508. The translation we offer is:—

"If you should prefer a game of dexterity to idle repose, when fatigued after study, you have the open board where calculations are most skillfully varied, and battles fought with glass soldiers."

502. Until further notice we shall give a Solution Prize (see page 145) for every number of the JOURNAL. It takes considerable nerve to start in now, with so many in advance, but if you persevere your turn will come. We have no checkers, or any thing for sale that is not on our regular published lists. No goods sent C. O. D. as a general rule. All kinds of chess communications are solicited, but the editors are the sole judges as to their publication. When sending solutions to tourney problems and positions, please add your estimated percentage of their value, on the basis of 100 per cent for the best and 1 per cent for the worse problem you ever solved.

726. The bargain about the sale of this CHESS JOURNAL was well understood by all parties. Russell examined everything here, and corresponded

fully with Hallock. The only terms offered were those published to the world in a previous (March) number of the JOURNAL. Hallock telegraphed to Russell to close the bargain, saying, "*We can safely invest,*" not *you* or *I*, but *we*. Russell signed the contract, paid $250, and took the property, all of which was witnessed here by disinterested parties. The whole trouble has arisen from Russell and Hallock not doing as they agreed to do. The sale of the JOURNAL was as a whole or *entirety*, no other idea was thought of. Mr. Russell ordered the firm's name to be placed on the cover of No. 75, and requested the insertion of the page *Finis Coronat opus*, both proofs of a fair understanding about the sale. Murder will out, and the chess public are beginning already to discriminate between honest laborers even if poor, old and enthusiastic, and those who are corrupt, hoggish and swindlers. The man that will not do as he promises, that repudiates the obligations he has voluntarily assumed, is like a chess player that is always taking back his moves, and deserves the contempt, not the support, of intelligent men.

607. Whenever a pawn reaches the eighth or last square of the chess board, it must be immediately named by its owner as a Q, R, B or S at his option, without regard to what pieces may have been lost. Thus a player may have several Queens, Rooks, Bishops or Knights at the same time, but never two Kings.

116. The solutions received to No. 1241 with the variations are not only bewildering but sufficient to fill one number of some chess magazines, e. g. 1 B

Q 5, etc. 1 B K B 7, etc. 1 Q Q 2, etc. 1 Q K B 2, etc., etc. The best we have for No. 1284 is 1 S Q 8, PxQ. 2 S Q B 6 ch, B K 3, and White can not mate in two more moves.

324. *This* JOURNAL *has always been conducted on a strictly cash basis, so that, except to those whose subscriptions are paid ahead, there are no cash debts.* Hallock pretends there were debts on the JOURNAL that it would wrong him to pay. Some persons had sent me books to exchange for other books on my exchange list, but had not yet made their selections of what they wanted. Now when I came to sell the JOURNAL, Russell and Hallock took all the books at one-half selling price, and agreed to send the books of exchange parties, when selected, for twice the price they (R. & H.) gave, so that for every dollar of exchange accounts they paid, they doubled their profits, except postage. If this was cheek on my part, as Hallock claims, it was a whole bare face on his part.

What an innocent speculation of Hallock to send a minor to make a bargain! to entrust his money to this minor! to write and telegraph to this minor that *we* (the minor and himself) would do well to invest! and then how strange that it should turn out that this rich minor had no money! so that Hallock should have to take what he wanted of my property and months afterward send back the rest, and in such a condition! It was as if the garden gate had been left open, and a big hog had entered, and now when driven out he keeps grunting around!! Verily, Punic faith still abounds in Hannibal.

Solution List.

Our Solution List now stands :

A. Ortman, of Minnesota	204	Problems
J. B. McKim, of Ohio	200	"
L. T. Brown, of New Jersey	176	"
R. H. Seymour, of New York	162	"
C. H. Wheeler, of Illinois	160	"
F. W. C. Crane, of New Jersey	156	"
R. L. C. White, of Tennessee	154	"
L. W. Mudge, of New York	138	"
F. M. Teed, of New York	100	"
Frank B. Walker, of Ohio	94	"
L. W. Davis, of Wisconsin	93	"
Louis Boisot, of Iowa	93	"
E. R. Blanchard, of New York	89	"
P. J. Doyle, of New York	86	"
W. R. Hale, of South Carolina	81	"
G. H. Thornton, of New York	65	"
J. G. White, of Ohio	51	"
Charles Benbow, of New Zealand	50	"
Regis Chauvenet, of Missouri	36	"
John A. Belcher, of Rhode Island	35	"
W. H. Lyons, of Ohio	30	"
Dr. A. E. Johnson, of Minnesota	24	"
Richard Lacy, of Rhode Island	22	"
F. W. Martindale, of New York	21	"
T. D. S. Moore, of Canada	19	"
P. G. Toepfer, of Wisconsin	18	"
J. A. Schmidt, of Kansas	16	"
W. H. Russell, of Missouri	8	"
I. E. Orchard, of South Carolina	8	"
Julius Stein, of New Jersey	8	"

☞ The prize for this month, five dollars in any thing from our Exchange List, is hereby awarded to Dr. A. Ortman, of Minneapolis, Minnesota. His score is now cancelled, and the others remain to be added to the solutions given in our next number.

PROBLEM NO. 87.

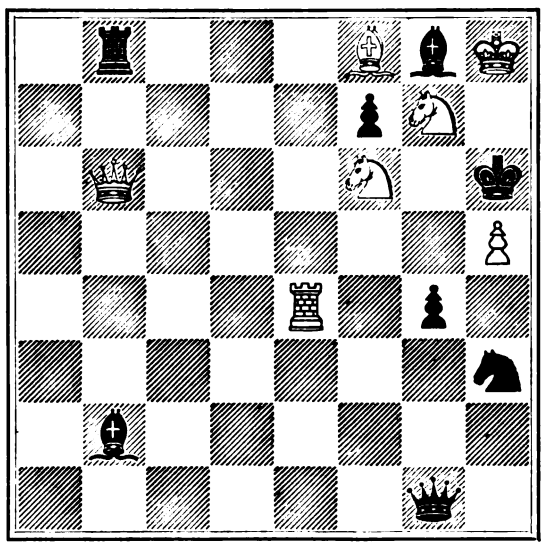
BLACK.

WHITE.

White mates in two moves.

PROBLEM NO. 88.

BLACK.



WHITE.

White mates in two moves.

PROBLEM NO. 89.

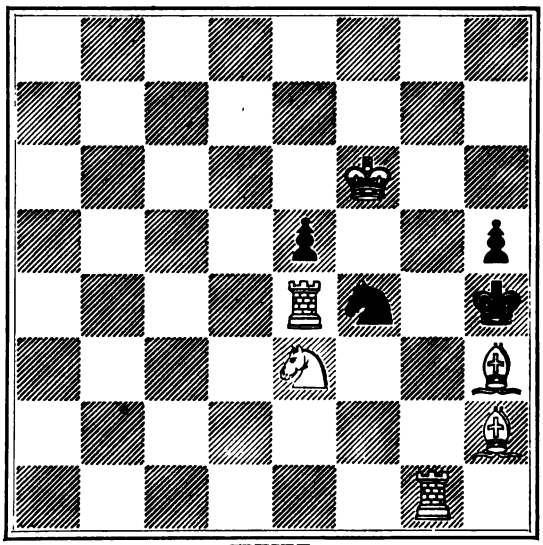
BLACK.

WHITE.

White mates in two moves.

PROBLEM NO. 90.

BLACK.



WHITE.

White mates in two moves.

PROBLEM NO. 91.

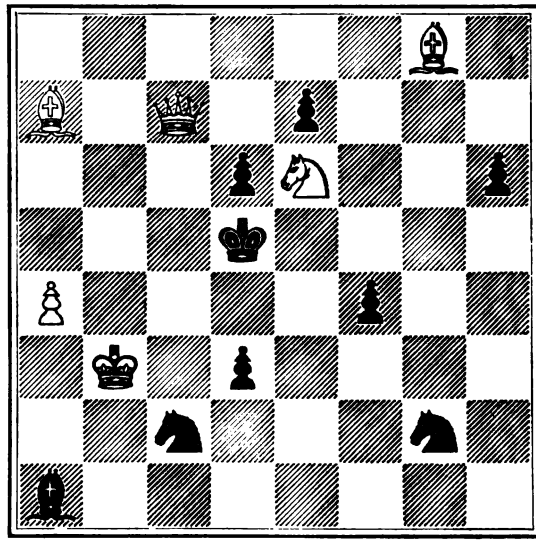
BLACK.

WHITE.

White mates in two moves.

PROBLEM NO. 92.

BLACK.



WHITE.

White mates in two moves.

PROBLEM NO. 93.

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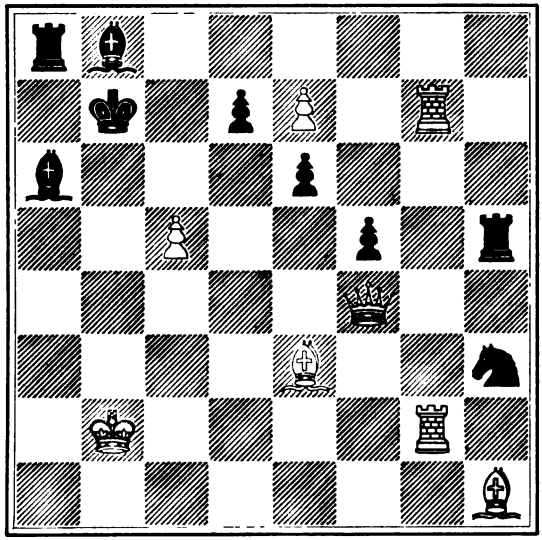

WHITE.

White mates in two moves.

PROBLEM NO. 94.

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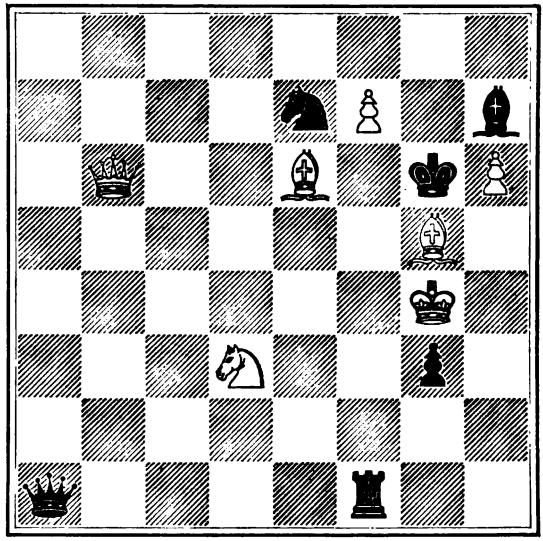
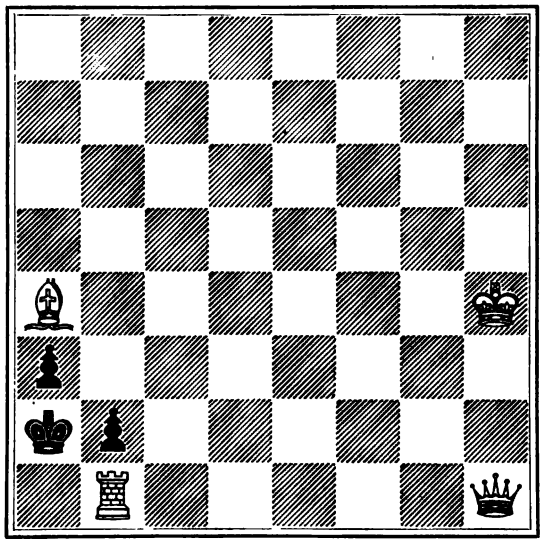


WHITE.

White mates in two moves.

PROBLEM NO. 95.

BLACK.

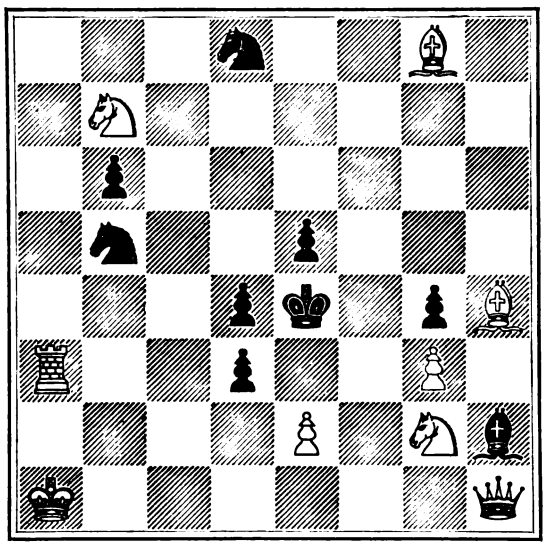


WHITE.

White mates in two moves.

PROBLEM NO. 96.

BLACK.

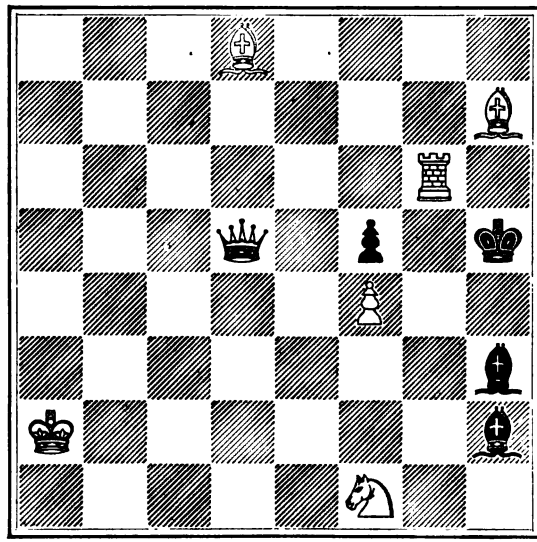


WHITE.

White mates in two moves.

PROBLEM NO. 97.

BLACK.

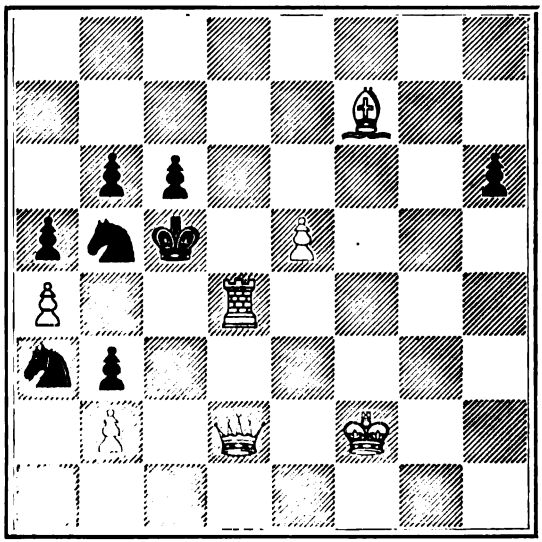


WHITE.

White mates in two moves.

PROBLEM NO. 98.

BLACK.



WHITE.

White mates in two moves.

PROBLEM NO. 99.

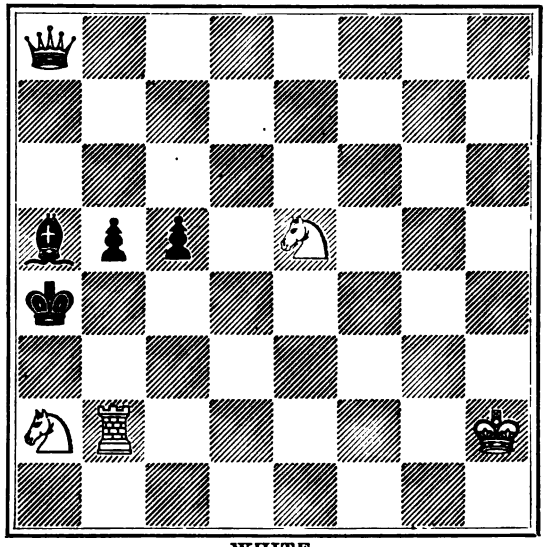
BLACK.

WHITE.

White mates in two moves.

PROBLEM NO. 100.

BLACK.



WHITE.

White mates in two moves.

SOLUTIONS.

PRIZE PROBLEMS.

NUMBER 1.

WHITE.	BLACK.
1 B Q S 6	1 B B 4
2 R K 4	2 Any
3 Q mates	
1 ———	1 Q×S, etc
2 S Q B 7+	2 Any
3 Q or R mates	
1 ———	1 Q B 7+
2 B×Q	2 Any
3 S or Q mates	

NUMBER 2.

1 Q B 5+	1 P×Q
2 R×B	2 Q×R
3 S K B 4	3 Q Q 8+
4 P S 3+	4 Q×P+
5 P×Q mate	

NUMBER 3.

1 K S 5	1 K moves+
2 S Q B 5	2 Any
3 B, S or R mates	

NUMBER 4.

1 Q×B	1 K Q 3
2 R B 7	2 K K 4
3 Q Q B 1	3 Any
4 Q or S mates	
1 ———	1 K Q 1
2 Q Q R 8+	2 S B 1
3 S Q 5	3 Any
4 Mates	

1 ———	1 K B 1
2 R×S	2 K Q 1
3 S Q 5	3 Any
4 Mates	

NUMBER 5.

1 Q Q R 1	1 Q×Q
2 R Q 6	2 B×R
3 S Q 8	3 R×S
4 P×R (S)	4 Any
5 S mates	

NUMBER 6.

1 B K R 3	1 S K 3+
2 B Q S 6	2 Q×B+
3 S×Q	3 B R 2
4 Q Q B 5	4 B×S
5 Q K 3+	5 B×Q
6 P×B±	

NUMBER 7.

1 R R 2	1 P R 4
2 Q K 1	2 Q K B 6
3 R×P+	3 Q K 5
4 Q×P+	4 B×Q mate
1 ———	1 B K S 8
2 S K 2+	2 K moves
3 S×B+	3 K moves
4 Q S 5+	4 P×Q mate
1 ———	1 K B 6
2 Q K 1	2 P R 4
3 B Q 4+	3 K moves
4 Q×P+	4 B×Q mate
1 ———	1 S B 3
2 Q×S+	2 K moves
3 Q K 5+	3 K moves
4 Q×P+	4 B×Q mate

THE CHESS JOURNAL.

LXXVIII. JUNE & JULY, 1877. NO. 78.

Tourney No. Six. Problem No. 65.

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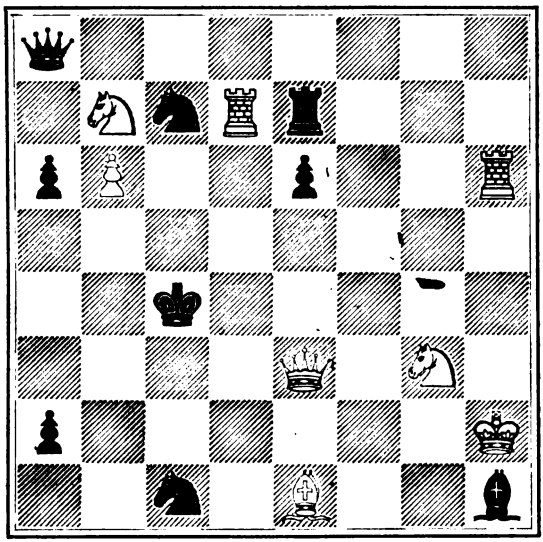

WHITE.

White to play and mate in two moves.

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Brownson's Chess Journal

LXXVIII. JUNE, 1877. NO 78.

CHESS NOTATION.—We use in this Journal the American Notation or abbreviation, viz: K for king, roi, rex or koenig; Q for queen, dame or regina; R for rook, castle or tour; B for bishop, fou, laufer or alfiere; S for springer, knight, horse or cavalier; P for pawn, pedona, bauer or pion.

Tourney Six. Problem No. 63.

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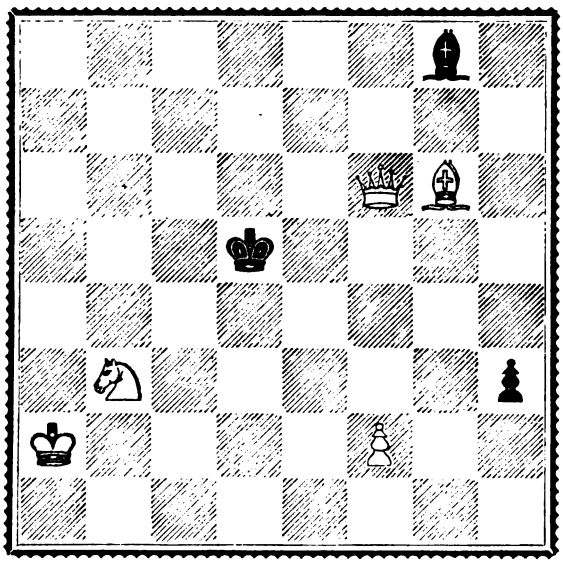
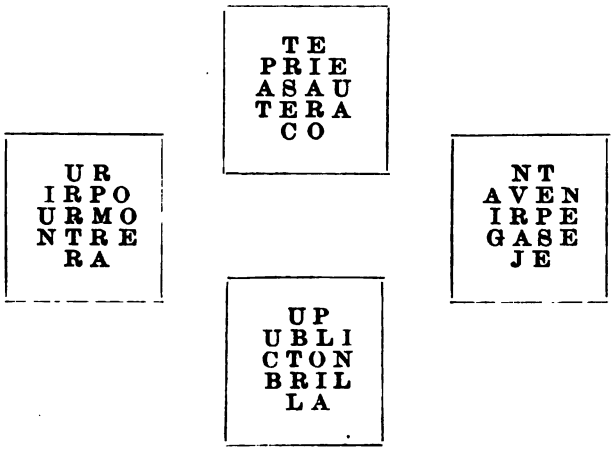


WHITE.

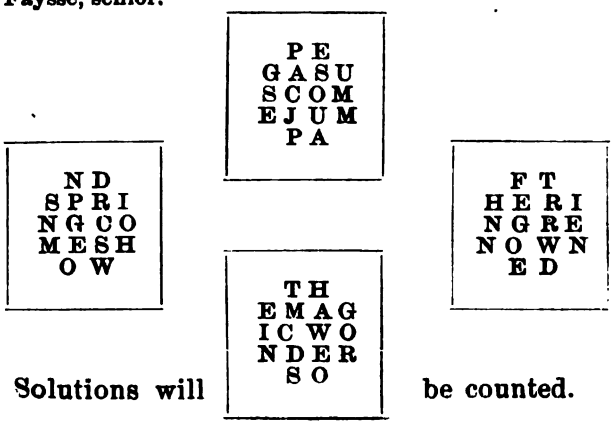
White to play and mate in three moves.

No. 1368. By M. Faysse, pere de Beauvoisin, Gard, France, Probleme Syllabique, Number One.



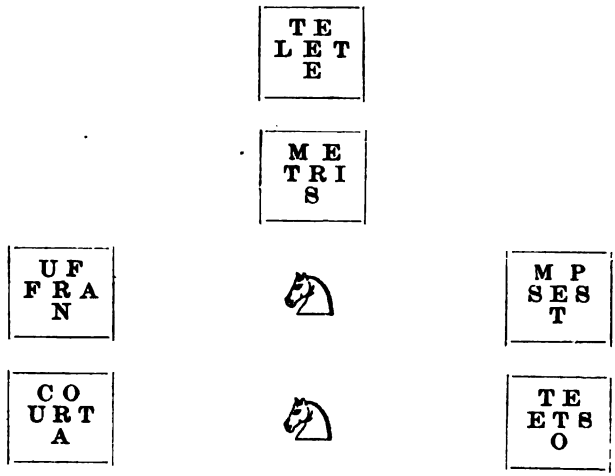
The same as we translate it into English.—ED. JOURNAL.

A Syllable Problem of the Knight's Tour, by Mr. Faysse, senior.

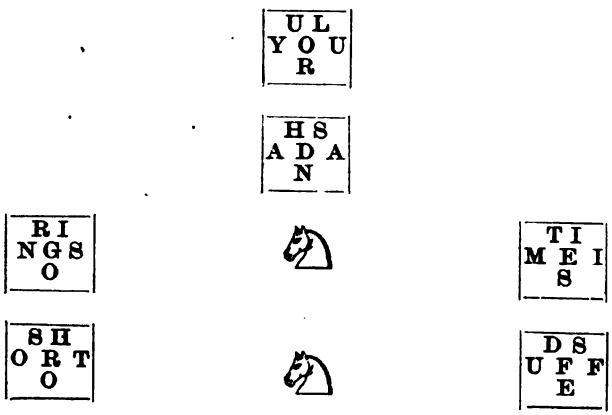


Solutions will be counted.

Problem No. 1369. By M. Faysse, pere.

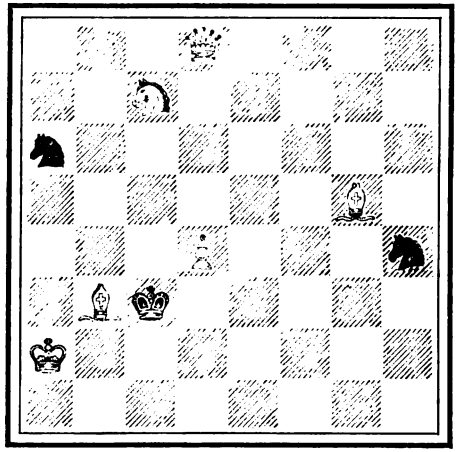


The same in English. No. 2.



Knight's Tour on a 6x6 board. Solutions requested.

Tourney Six. Problem No. 64.



White to play and give mate in four moves.

Easy Lessons in Chess.

In a game recently contested at St. John, N. B., one of the parties was left with K and a single P, which the other said could not be queened. It was queened, however, and Amateur No. 2, not being satisfied with the result, challenged his opponent to play five end games from similar positions for a stake of one dollar a game. The result of the match is summed up by a mutual friend of rhythmical propensities, under the caption of

THE QUEENING OF THE PAWN.

Oh! dreadful was the carnage,
All taken off but one.
Preceptor boldly essays

To stop the queening pawn;
With new invented strategy,
Anxious to try it on.
A speedy process, certain,
To slay a queening pawn.
With close and wrapt attention,
Each move does careful con;
Where's now that dread invention
To kill a queening pawn?
That corrugated forehead
And visage pale and wan,
Betray a coming failure
To stop the queening pawn.
Resistless, it advances,
The final square is won.
Vain the lone monarch charges
Upon the queening pawn.
A sadder, wise Preceptor,
(Spondulicks all are gone,)
Ne'er gave five dollar lessons
In queening of the pawn.

Problems, Enigmas and Positions.

BY EMANUEL BARBE.

As there are chess players who have not the knowledge of the difference concerning the above terms, we shall endeavor to define them and give a brief description of each in order that every player may become aware of their intricacies and thus be

helped to unravel their mysteries and compose problems himself.

Almost everything which is obscure to the understanding is called a problem, and Dame Nature possesses many such difficult queries which are termed in science problems. Every science has problems, and as chess is a science, it possesses various difficulties on which we sometimes study for weeks before we are able to master them. We will first endeavor to give a clear understanding of problems, the manner in which they are formed, the various kinds and their names; then we will proceed to enigmas and positions.

Any person desiring to form a problem, cannot immediately set it up on the board. It is with the making of problems as it is with compositions; we must have an idea, and imagine a position previous to arranging the pieces.

We must not imagine that the great prize problems by Theodore M. Brown were composed in one day. Perhaps it took him a long time to perfect some of them. Before he placed the pieces in their position, he must have had some idea of what kind of a problem he desired, and as soon as he had the image of it in his mind he went to work arranging the pieces.

To form an excellent problem demands a vivid imagination, as there are many problems, and each one must be original and possess a peculiar characteristic of its own. The more problems we compose the more our imagination increases and the more readily they are formed. It is similar to everything

else, as what we do frequently becomes more easy to us than things we do seldom, but notwithstanding this we should always be on our guard not to make unsound problems.

The expression of "unsound" problems signifies that they have more than one solution, and as every problem must have only one way of being solved, so is every problem which has more than one solution termed defective.

By solution of a problem we mean the manner in which check-mate is given in so many stipulated moves. It is necessary to have every move in relation to each other, i. e., if it is a four move problem, and if we make the first and second moves correct and the third move incorrect, we should be unable to solve it.

There are various kinds of problems, their difference lying in their number of moves, and those having the most moves are always the most difficult.* There are from one to sixty-four move problems, and the more moves they have the more combinations they possess, and the greater their beauty. There are many varieties of problems, as gambit, back-sliding, queen, king, self-mate or sui-mate, and miscellaneous problems.

By gambit problems we mean those in which a piece or pawn is sacrificed on any move.

---

*This needs qualifying; other things being equal, the greater the number of moves the more difficult the problem. Many three movers are harder than some four movers.—Ed. Journal.

Back-sliding problems are those in which a piece stands in front of another, which must be moved to a certain square on the second move, and the former is played on the first move, giving room for the other.

King problems are where His Majesty is played on the first move, simply for the purpose of making his opponent move.

Queen problems are where Her Royal Highness is played or sacrificed on the first or second move.

Self-mate problems are those in which we mate ourselves, and not the opponent.

Sui-mate appears to be simply a synonym of self-mate.

As the words Enigma and Problem differ from each other in the English language, so they differ in the game of chess. Problems are considered easier to be solved than Enigmas, as the former are always diagrammed, and in the latter the pieces are only named to be set upon the board. When solving a problem we should never arrange the men on the board, but we should solve it from the diagram. On the contrary, we must always set up the position of an enigma, and we are privileged to move as much as we please. It was formerly considered that in an enigma only one piece must be moved, i. e., if the enigma was in four moves, one and the same piece must move four times and check-mate with that piece. At present it is otherwise, and any piece may move alternatively, but it must be a move which appears for no purpose. When a piece creeps behind another it is generally considered a good enigma. Enigmas have as many moves as problems, but

they have generally more variations, and this makes them so difficult to solve. The more variations they have the better they are, at least they are so considered in America, but it seems that in Europe the chess players do not admire many variations.

A position is a species of a problem which permits of many solutions. Its beauty consists in discovering the various solutions, and every one should have a beautiful combination of its own, as well as a peculiar characteristic.

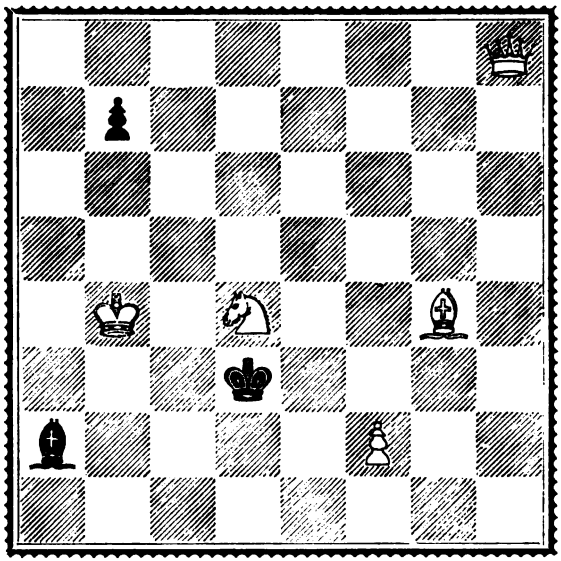
It is with positions as with different roads in life which lead us to happiness, for it is no matter which one is taken, if we only reach our destination.

There are not so many positions made as problems and enigmas, and the reason of this is that chess players do not enjoy them as much, because they are generally too easy for them.

It appears that there are two kinds of chess players; the one admires and works on problems, enigmas and positions, and the other prefers playing regular games; the latter class declares that the positions which are formed from imagination do not teach as much as those arising in actual practice. In one manner they are correct, as practice sometimes does conquer theory, but we should have variety and endeavor to solve a position as well as play a game. It is said that Mr. Morphy never solved a problem, but this is not proved, and we have no doubt that he enjoyed a problem as much as any one when at leisure, as he examined his end games, and some of these are the most beautiful positions that composers have yet produced.

We give the following as specimens:

A Gambit Problem. No. 1370.



White to play and give mate in three moves.

No. 1371. Enigma. By Emanuel Barbe.

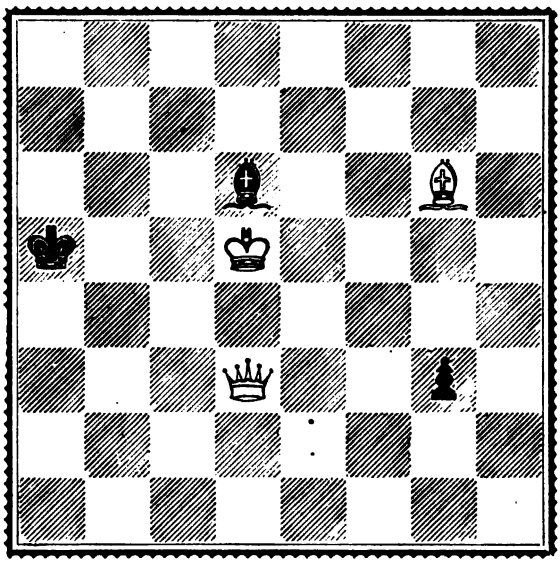
K 4 K R 8 K R 5 K S 4 K B 7 K S 2

K S 6 Q 3 K 8 K 4 K B 7 K S 4

White to play and mate in three moves.

A Queen's Problem. No. 1372.

BLACK.



WHITE.

White to play and give mate in four moves.

Sometimes problems and positions are described in the following manner:

No. 1373. Position by E. B.

White.	Black.
King at Q 6	King at Q R 4
Queen at Q 3	Bishop at Q 4
Bishop at K S 4	
Pawn at Q B 4	

White to play and mate in four moves.

Solutions to Regular Problems.

1346 1 S Q B 4

1347 1 S Q S 3 — K Q B 5 — 2 S K 1
——— — K Q B 7 — Q S×P+
——— — else — S K 1+

1348 1 S Q B 8+ — K K R 1
2 S K S 6+ — K K R 2 — 3 P (S)+

1349 1 Q K R 3 — K Q B 7
2 Q K B 1 — P moves
3 Q K S 1 — R Q B 5+
4 K×R — any — 5 S±

if 1 —— P — 2 B Q 2+, etc. Variations obvious.

1350 1 B Q 2 — B K S 6
2 S K S 7+ — K K R 5
3 S K B 5+ — K K R 4
4 B K R 6 — B moves — 5±

1351 1 S K S 4 or 1 R K R 6+

1352 1 R Q 4+ — K×R — 2 K K B 4

1353 1 B Q R 4

1354 1 S K 3+ — 5 B Q 6+
2 B Q R 3+ — 6 P K 5+
3 S Q 1+ — 7 P K B 6+
4 P Q B 3+ — 8 P K S 7±

1355 1 Q×S

1356 1 S Q B 5 — R×S — 2 Q Q 6+
——— — R Q B 5 — Q K 6+
——— — K Q 5 or R×B Q K 4+

1357 1 Q×K B P

1358 In two moves by 1 P Q 3+

1359 1 Q Q 6 or 1 Q Q S 5

1360 1 Q K B 3 or 1 S×R+

GAME DEPARTMENT.

CHRIS. BECKER, Editor.

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GAME No. 691. (Ruy Lopez.)

Played at the Sherman House, Chicago, April 12, 1877.

Adair.	Hosmer.
1 P K 4	1 P K 4
2 K S B 3	2 Q S B 3
3 B S 5	3 P Q R 3
4 B R 4	4 K S B 3
5 P Q 4	5 P×P
6 P K 5	6 S K 5
7 Castles	7 B K 2
8 R K 1	8 S B 4
9 B×S	9 Q P×B
10 S×P	10 Castles
11 P Q B 3 (*a*)	11 S K 3
12 S B 5	12 S S 4 (*b*)
13 S×B+	13 Q×S
14 P K B 4	14 S K 3
15 B K 3	15 P Q S 3
16 S Q 2	16 B S 2
17 P Q S 4 (*c*)	17 P K B 4 (*d*)
18 Q R 5	18 Q R Q 1
19 S S 3	19 R Q 6
20 Q R B 1	20 K R 1
21 P Q R 3 (*e*)	21 P K S 4

22 Q K 2	22 Q R Q 1
23 S Q 4	23 P×P (*f*)
24 S×S	24 Q×S
25 B×B P	25 R K S 1
26 Q R 5	26 P B 4
27 B S 5 (*g*)	27 R Q 7 (*h*)
28 B×R (*i*)	28 R×P+(*k*)
29 K B 1	29 Q S 1 (*l*)
30 B K 3 (*m*)	30 R S 8+
31 K K 2	31 R S 7+
32 K B 1! (*n*)	32 R S 8+

Drawn.

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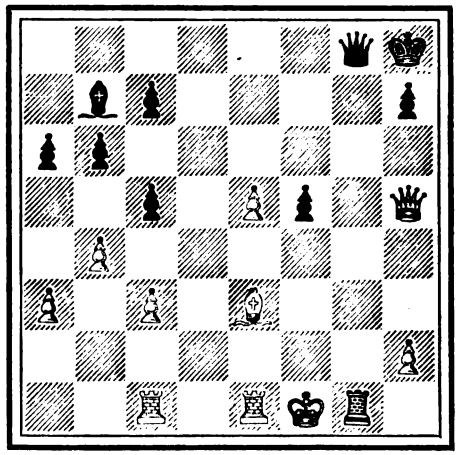


WHITE.

a] It is usual, and we think better, to play out another piece at this point.

b] If 12 —— QxQ, 13 SxB ch, wins a piece, Black's best play was 12 —— P K B 3; White cannot force the attack by 13 Q S 4 or otherwise with advantage, as his game is not sufficiently developed.

c] The position of White's Q B P now enables him to make this judicious move, which hinders the advance of Black's Q B P for a while. But 17 P B 5. S B 4 (or Q 1), 18 Q S 4 was perhaps still more effective.

d] To prevent White from advancing his K B P, but White's passed King's pawn is very formidable now.

e] Preparatory to S Q 4, but while White makes these maneuvres on the Queen's side, Black institutes a good attack.

f] 23 —— SxS, 24 BxS! P B 4 would not benefit Black.

g] Apparently good enough, but Black's fine rejoinder shows that 27 R Q 2 would have been preferable.

h] An elegant and sound move, but it will only draw.

i] 28 B B 6 ch? QxB!

k] The surest way to draw is 28 —— Q Q 4, 29 R K 2, RxP ch, 30 K B 1, R S 8 ch, &c.

l] 29 —— Q Q 4 was safer again.

m] White might have obtained the better game by 30 P B 4, RxB! [30 —— R S 8 ch, 31 K K 2, Q S 7 ch, 32 K Q 3]. 31 R K 2, &c.

n] White loses if he makes any other move. 32 B B 2, Q B 5 ch, 33 K Q 2, Q K B 5 ch and wins.

GAME No. 692. (Falkbeer Gambit.)

Played at the Philadelphia Chess Club about a year ago.

Bird.	Davidson.
1 P K 4	1 P K 4
2 P K B 4	2 P Q 4
3 P×Q P	3 P K 5
4 P Q B 4 (*a*)	4 K S B 3 (*b*)
5 P Q 4	5 P B 3

6 P×P	6 S×P
7 P Q 5	7 S Q S 5
8 P Q R 3	8 S R 3
9 P Q S 4 (*c*)	9 S B 2
10 B K 2	10 B K 2
11 S Q B 3	11 Castles
12 B K 3	12 P Q S 4
13 R R 2	13 P×P
14 B×B P	14 B Q 3
15 R Q 2	15 B Q 2
16 S R 3	16 S S 5
17 Q K 2	17 Q R 5+
18 B B 2	18 Q B 3 (*d*)
19 B Q 4 (*e*)	19 Q R 5+
20 K B 1	20 P B 4
21 K S 1 (*f*)	21 K R 1
22 S Q 1	22 Q R B 1
23 S K 3	23 S S 4 (*g*)
24 B×S	24 B×B
25 Q Q 1 (*h*)	25 R Q B 2
26 S K B 2	26 S×Q S
27 B×S	27 B×P
28 B×B (*i*)	28 Q×B
29 P S 3	29 Q R 3
30 P Q 6	30 R Q 2
31 R Q 5	31 R Q B 1
32 P Q R 4 (*k*)	32 R B 8
33 P×B	33 R×Q
34 R×R	34 R×P and wins.

a] Rarely played; Mr. Bird probably adopted the move for that reason, in order to take his well posted adversary out of the usual course. The move leads to an even game, according to the Handbuch. We prefer 4 B S 5 en or 4 Q S B 3.

b] 4 —— P Q B 3 is far more effective now than at the next move.

c] White cramps his opponent's game considerably by the last two moves, but these moves soon enable Black to break the chain of white pawns by P Q S 4.

d] 18 —— SxB, 19 QxS, QxQ, 20 RxQ.

e] 19 SxP appears stronger and sound; if 19 —— Q R 8 ch, 20 Q Q 1.

f] We see no necessity for these moves of the King. White's game is very cramped now.

g] A pretty combination.

h] 25 QxB, SxS! [25 —— Q Q 8 ch, 26 S B 1].

i] 28 P S 3, BxP.

k] There is no resource; 32 K S 2, B B 3.

GAME No. 693. (Evans Gambit.)

E. R. Blanchard.	E. Willis.
1 P K 4	1 P K 4
2 K S B 3	2 Q S B 3
3 B B 4	3 B B 4
4 P Q S 4	4 B×S P
5 P B 3	5 B R 4
6 Castles	6 S B 3
7 S S 5	7 P Q 4 (*a*)
8 P×P	8 S×P
9 S×B P (*b*)	9 K×S
10 Q B 3+	10 K K 3
11 P Q 4	11 S K 2
12 B K S 5 (*c*)	12 P Q B 3
13 R K 1	13 B B 2
14 P×P (*d*)	14 Q B 1
15 Q K 2	15 Q K B 4 (*e*)
16 P K B 4	16 K B 2 (*f*)
17 P K 6+!	17 K K 1 (*g*)
18 P K S 4	18 Q B 1
19 K B×S (*h*)	19 S×B

20 P B 5	20 P K R 3
21 B R 4	21 S B 5
22 Q B 4	22 Q Q 3
23 B S 3	23 B S 3+
24 K R 1	24 Q Q 4+
25 Q×Q	25 S×Q
26 S Q R 3 (*i*)	26 B R 4
27 Q R B 1	27 P Q S 4
28 B K 5	28 R K S 1
29 P K R 4	29 B Q 1
30 P Q B 4	30 S S 5
31 P K 7	31 B R 4
32 Q R Q 1	32 P Q R 3
33 B B 3	33 B S 2
34 P B 5	34 R Q S 1 (*k*)
35 R K 4	35 S Q 4
36 B×B	36 K B 2
37 S B 2	37 S×P
38 R Q 7	Resigns (*l*)

a] 7 —— Castles, 8 P B 4, P Q 4 is Black's best course.

b] This sacrifice is unsound, although similar to a well known and correct variation of the "Two S Defense." Instead of the move in the text, White can play with advantage: 9 Q R 5, P K S 3, 10 Q B 3, B K 3, [10 —— QxS, 11 BxS], 11 S K 4 or 11 P Q 4, &c.

c] 12 R K 1 is better.

d] Bringing out the Q S was the proper play here.

e] 15 —— P K R 3, 16 B R 4, P K S 4, 17 B S 3, P Q S 4is better. Black's game is cramped, but he can free himself before the adverse Q S gets into play.

f] 16 —— P K R 3 would now be answered by 17 P K S 4, followed by 18 P K B 5.

g] The pawn cannot be taken without the loss of a piece. If 17 —— BxK P, 18 P K S 4, Q S 3,

[18 —— QxP ch, 19 QxQ, BxQ, 20 RxS ch], 19 Q B xS, SxB, 20 P B 5. If 17 —— QxK P, 18 Q R 5 ch, P S 3, 19 RxQ, &c., or also 18 QxQ, BxQ, 19 Q BxS will regain the piece, as a very slight examination will show.

h] This exchange tends to improve Black's position considerably. But White cannot press the attack with advantage, while his Q S remains unmoved.

i] At last the S comes out, in sheer desperation.

k] Black's play in the ending is very feeble.

l] White threatens B B 7 and then B Q 6.

GAME No. 694. (Danish Gambit.)

Played at the Chicago Chess Association rooms.

Uedemann.	Wallace.
1 P K 4	1 P K 4
2 P Q 4	2 P×P
3 P Q B 3	3 P×P
4 B B 4	4 S Q B 3 (*a*)
5 S K B 3	5 P Q 3
6 S×P	6 S K B 3 (*b*)
7 Q S 3	7 Q K 2
8 S K S 5	8 S K 4
9 Castles	9 P K R 3 (*c*)
10 S B 3	10 S×S
11 P×S	11 P Q S 3
12 B B 4	12 P K S 4
13 P K 5 (*d*)	13 P×B
14 P×S	14 Q×P
15 B×P+	15 K Q 1 (*e*)
16 K R K 1	16 B R 6 (*f*)
17 K R 1 (*g*)	17 R R 2 (*h*)
18 R K 8+	18 K Q 2
19 Q R 4+	19 P B 3
20 R×R	20 R×B

21 R K 1	21 P Q R 4
22 R R 7+	22 K Q 1
23 Q×B P	Resigns.

a] This will lead to a variation of the "Scotch," a little favorable to first player. It is not to be recommended as a defense to the Danish Gambit.

b] 6 —— B K 3, 7 BxB, PxB, 8 Q S 3, Q B 1, 9 S S 5, &c.

c] 9 —— SxB followed by P K S 3, B S 2 and Castles K R, would have yielded a better defense.

d] A strong move.

e] 15 —— QxB, 16 R K 1 ch, B K 2, 17 S Q 5, &c.

f] Laying a trap, which results in allowing White to gain an important move; 16 —— B Q 2 is better.

g] Necessary, of course.

h] 17 —— B Q 2 is the natural and best move again.

GAME No. 695. (Vienna Opening.)

Played in February last, at the Cafe International, N. Y.

Morris Judd.	A. W. Ensor.
1 P K 4	1 P K 4
2 Q S B 3	2 B B 4
3 P K B 4	3 S Q B 3 (*a*)
4 S B 3 (*b*)	4 P Q 3
5 P B 5	5 S B 3
6 B B 4	6 B Q 2
7 P Q 3	7 S Q R 4
8 B K S 5	8 P Q B 3
9 S Q R 4 (*c*)	9 S×B
10 P×S	10 Q R 4+
11 P Q B 3	11 S×K P
12 P Q S 4	12 B B 7+
13 K K 2 (*d*)	13 Q×S
14 Q×Q	14 S×P+
15 K×B	15 S×Q

16 Q R Q 1	16 S B 6 (*e*)
17 R Q 3	17 S K 5+
18 K K 3	18 B×P
19 S R 4	19 P K S 3
20 B R 6	20 S B 3
21 B S 7	21 S S 5+
22 K B 3	22 R K S 1
23 S×B	23 P×S
24 P K R 3	24 P K 5 and wins.

a] Not good; 3 —— P Q 3 is the usual move.

b] 4 PxP gives White the advantage at once.

c] 9 B S 3 is the natural and better move.

d] 13 K B 1 would have been better, but it could not save the game.

e] Black gets an extraordinary amount of work out of this Springer.

GAME No. 696. (Muzio Gambit.)

Contested recently at Mexico, Senor Vazquez giving the odds of the exchange and move.

Remove White's Q S and Black's Q R.

Dr. S. Zambrana.	A. C. Vazquez.
1 P K 4	1 P K 4
2 P K B 4	2 P×P
3 S K B 3	3 P K S 4
4 B B 4	4 P S 5
5 Castles	5 P×S
6 P Q 4	6 P Q 4
7 B×Q P (*a*)	7 B K S 5
8 P×P (*b*)	8 B R 6
9 R B 2	9 P Q B 3
10 B S 3 (*c*)	10 Q S 4+
11 K R 1	11 S B 3
12 B Q 2 (*d*)	12 R K S 1
13 Q K 2	13 S R 4

14 P K 5	14 Q R 5
15 P K 6	15 S S 6+
16 P×S	

Black mates in three moves.

a] 7 PxP is considered somewhat better.

b] Not so good as 8 R B 2.

c] 10 B Q B 4 would have enabled him to play B B 1 later on, and thereby get rid of the Black Q B.

d] White's play is very weak throughout, and Mr. Vazquez now finishes very neatly.

GAME No. 697. (Q S Odds.)

Played recently in Philadelphia. Remove White's Q S.

Reichhelm.	Seligman.
1 P K 4	1 P Q 4
2 P K 5	2 Q S B 3 (*a*)
3 P Q 4	3 P K 3
4 P K B 4	4 B K 2
5 S B 3	5 P Q R 3
6 P B 3	6 P Q S 4
7 B Q 3	7 P K B 3
8 S R 4	8 P K S 3
9 S B 3	9 S R 3
10 P K R 3	10 S B 2
11 P K S 4	11 P×P
12 B P×P	12 Q S×K P (*b*)
13 P×S	13 S S 4
14 Castles (*c*)	14 S×P+
15 K S 2	15 S S 4
16 S×S	16 B×S
17 Q B 3	17 B K 2
18 B S 5	18 K Q 2
19 Q R Q 1 (*d*)	19 B×B
20 B×P+	20 P×B? (*e*)

White mates in three moves.

a] 2 —— P K 3 followed, if 3 P Q 4, by P Q B 4 would produce a well known variation in the French defense, favorable to second player. But the line of play referred to is frequently adopted by odds givers, because the advanced K P cramps the opponent's game for some time, and complicates the defense more than the sounder variations of the French opening.

b] A useless sacrifice.

c] With his piece back, White may risk giving up another pawn for the attack he obtains, although it would not last long against correct play.

d] White was "in for it" now, so he risked it and succeeded.

e] After 20 — P B 3! White's attack would not be worth "a row of pins."

Solution to End Game No. 3.

21 S×P+	21 R×S
22 B B 6	22 B K 6 (*a*)

23 B S 6+and R or Q mates in two more moves.

a] Against any other move the discovered check of the Q or the check of the R will also mate in three moves at most.

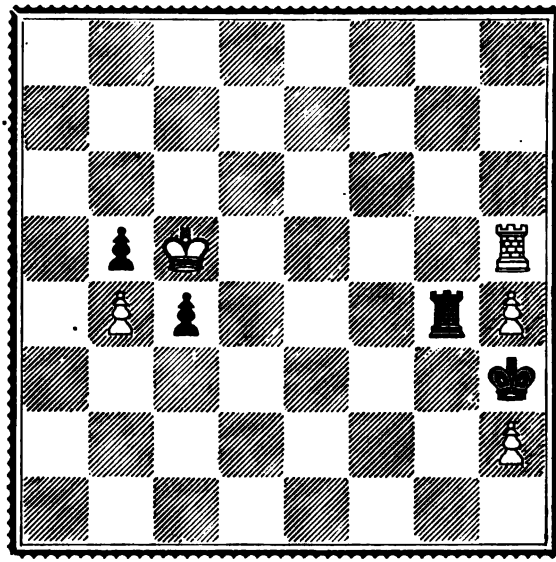
Solution to End Game No. 4.

1 R×P+	1 R×R
2 R×R+	2 K×R
3 P B 7	3 S moves (anywhere).
4 P B 8 (Q) and	

wins, for Black cannot prevent the loss of the exchange, or the loss of a piece.

End Game No. 5.

BLACK. N. EISENMANN.



WHITE. MR. N.

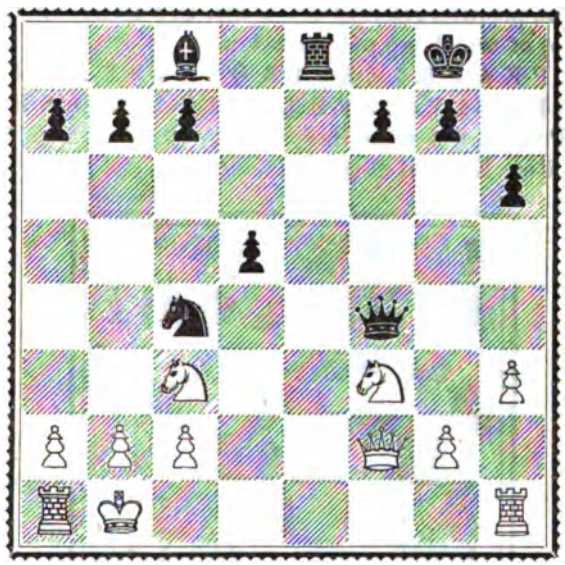
Black to play and draw.

The above position happened in a tournament game at the New York Chess Club about a year ago. Apparently Black has an easy draw at least, but a little examination will show that White threatens to gain the two black pawns, and win with his Springer's pawn. Black has, however, a way to draw the game.

End Game No. 6.

The following version of the evergreen "Smothered" occurred lately in a game at Rook's odds in St. Louis:

BLACK. MAX JUDD.



WHITE. MR. G.

Black's move.

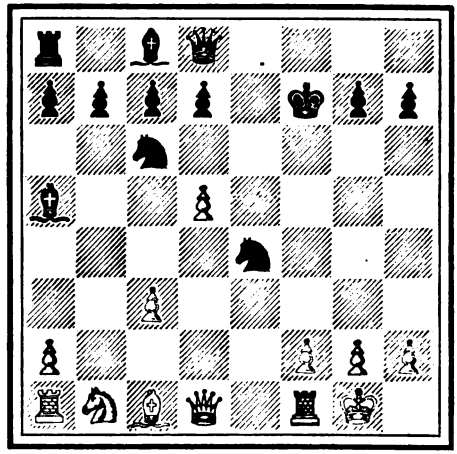
	18 R K 6
19 S×P	19 R×S
20 Q×R ?	

and Mr. Judd announced mate in four moves.

The Richardson Attack in the Evans Gambit.

We learn from Mr. John A. Douglas that he has written an analysis of some variations in the Richardson attack, for the *Westminster Papers.* Two articles on the same subject appeared in the March and April numbers of this JOURNAL. The following is the position referred to in Mr. D.'s letter, an extract of which we publish below:

1 P K 4, P K 4, 2 K S B 3, Q S B 3, 3 B B 4, B B 4, 4 P Q S 4, BxP, 5 P B 3, B R 4, 6 Castles, K S B 3, 7 P Q 4, Castles, 8 SxP, SxK P, 9 SxB P, RxS, 10 BxR ch, KxB, 11 P Q 5.



Editor Chess Journal:

DEAR SIR: * * * * But now as I see from your April number, a correspondent takes up the gauntlet, and asserts that the move 11 —— S to

K 4 *is inferior* to 11 —— S to K 2, on account of the reply 12 Q to K 2. Discussion is precisely what is wanted to eliminate the truth, and if our chess editors generally would condescend to indulge in a little more of it than they do, their chess columns would be vastly more entertaining. The assertion that the move is inferior, I regard as being made unadvisedly, and consider 11 —— S to K 4 superior to 11 —— S to K 2 for every possible reply of White, though I believe White may obtain a drawn game by playing 12 Q to Q R 4, decidedly his best move; but under the circumstances I do not feel justified in going into the merits of the question at present, further than to point out where I think your correspondent overlooks Black's true defense, in reply to the moves 12 Q to K 2 and 12 Q to Q 4, and in order to do this I will take the liberty to extract from the analysis referred to, two variations, one each under the foregoing heads, viz:

Firstly, then,

	11 S K 4
12 Q K 2	12 Q R 5
13 P S 3	13 Q R 6
14 QxS	14 P Q 3!

[14 —— S S 5, as given by your correspondent evidently loses time].

15 B B 4

[15 P K B 3, 15 P K B 4, 15 Q S 2, all appear to be unfavorable for White at this juncture, 15 Q B 4 ch is manifestly bad].

	15 B B 4
16 Q S 2	16 Q R 4

17 BxS	17 B R 6
18 Q K 4	18 BxR
19 KxB	19 R K 1

with the better game.*

*19 B Q 4 appears to equalize the game.—ED.

Secondly,	11 —— S K 4
12 Q Q 4	12 Q R 5
13 R K 1	13 S S 5
14 QxS	14 QxR P ch
15 K B 1	15 S B 3!

[15 —— Q R 8 ch, as given by your correspondent, merely drives the King to the protection of his Queen's Bishop. If now]

16 Q K 7 ch	16 K S 3
17 R K 3	

[If 17 R K 5, 17 P R 3, and White again loses time].

	17 P Q 3
18 R S 3 ch	18 B S 5

and Black again has the better game. For if

19 RxB	19 SxR
20 Q checks	20 K B 2
21 Q B 4 ch *best*	21 K S 1
22 QxQ	22 SxQ ch

with a pawn ahead, and a better position.

Yours, &c.,

JOHN A. DOUGLAS.

[Instead of 16 Q K 7 ch, White should play 16 Q B 3, P Q 3, 17 B B 4, &c., but without further discussing the variation at present, we will wait the publication of the analysis in the Westminster Papers, meanwhile thanks to Mr. Douglas for his communication.—ED. JOURNAL.]

PROBLEM DEPARTMENT.

Conducted by F. M. Teed, P. O. Address, 352 West 15th St., New York, N. Y.

☞ All correspondence and contributions for this Department should be addressed as above, except Solutions to published Problems, which, until further notice, should be sent to CHESS JOURNAL, P. O. Box 2157, Dubuque, Iowa.

No 1. By F. W. Martindale.

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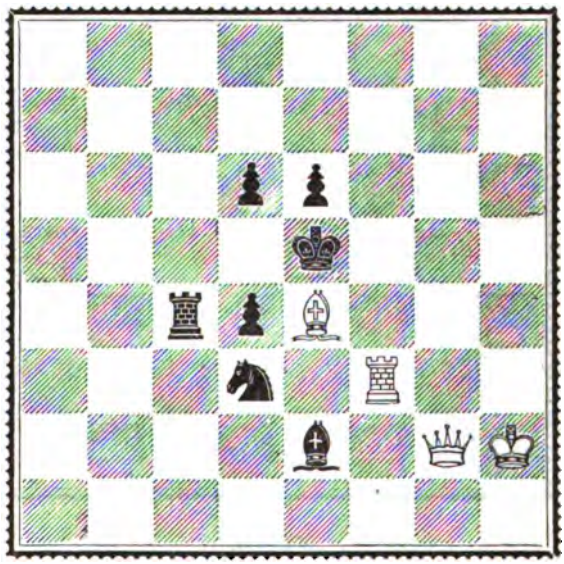

WHITE.

White to play and give mate in two moves.

No. 2. By B. M. Neill.

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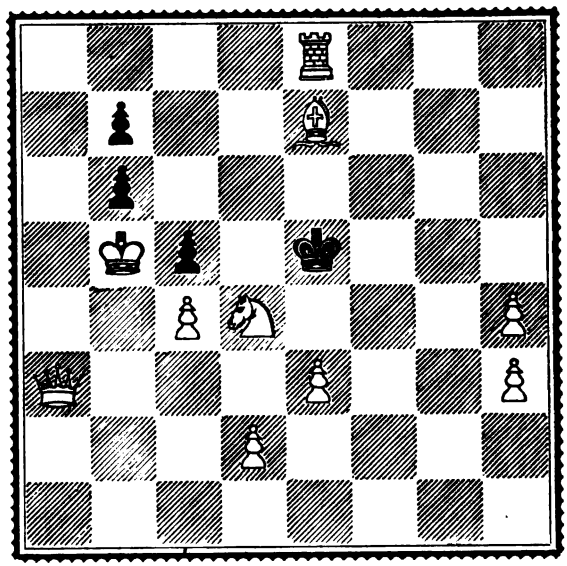


WHITE.

White to play and mate in two moves.

No. 3. By John G. Nix.

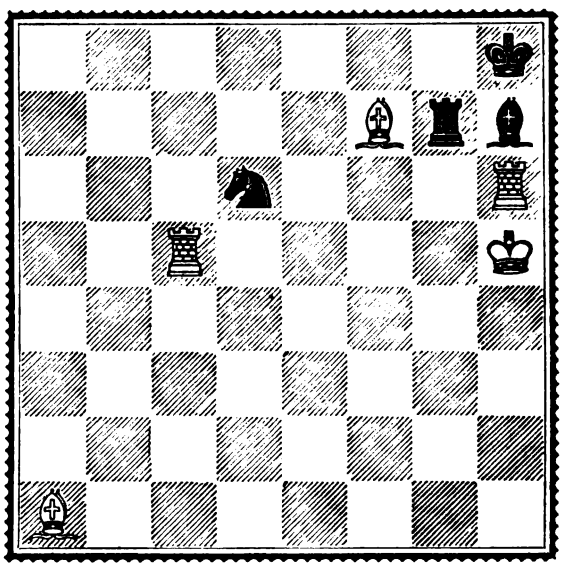
BLACK.

WHITE.

White to play and give mate in two moves.

No. 4. Anonymous.

BLACK.



WHITE.

White to play and give mate in two moves.

No. 5. By H. Davidson.

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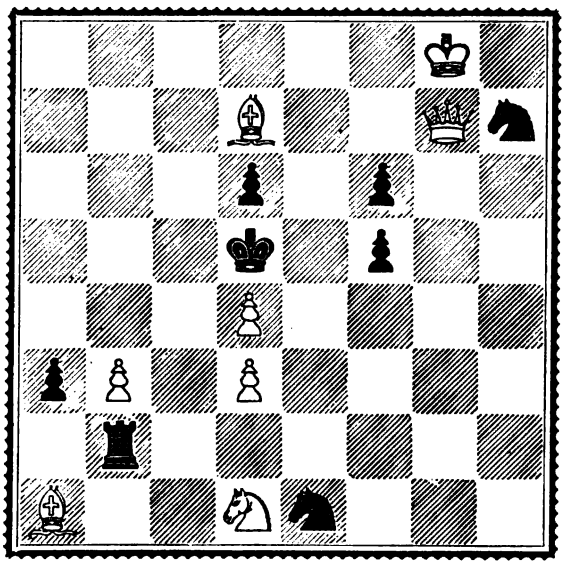

WHITE.

White to play and give mate in three moves.

No. 6. By C. H. Wheeler.

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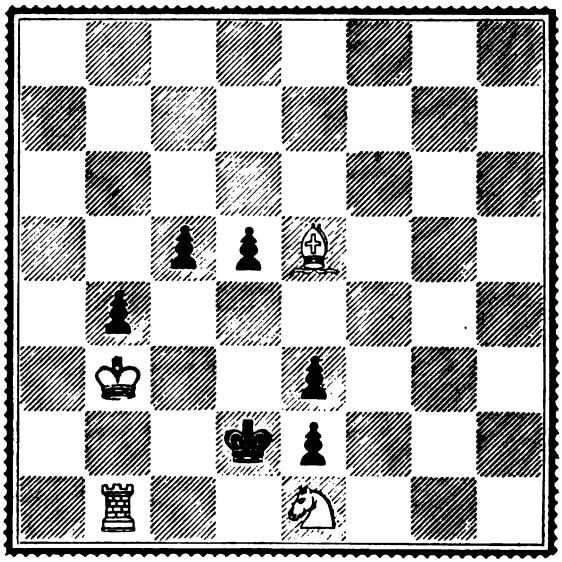

WHITE.

White to play and give mate in three moves.

No. 7. By James Menzies.

From the Westminster Papers.

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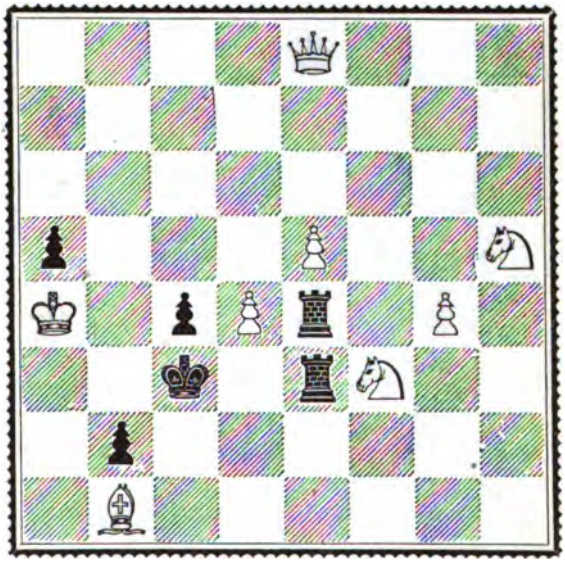

WHITE.

White to play and give mate in four moves.

No. 8. By G. Breitenfeld.

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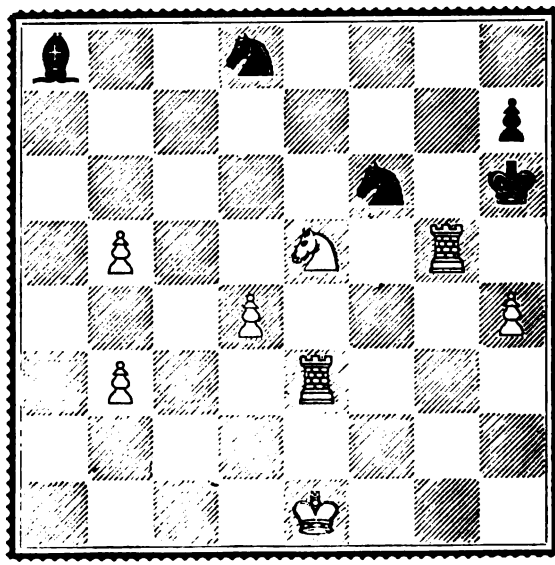
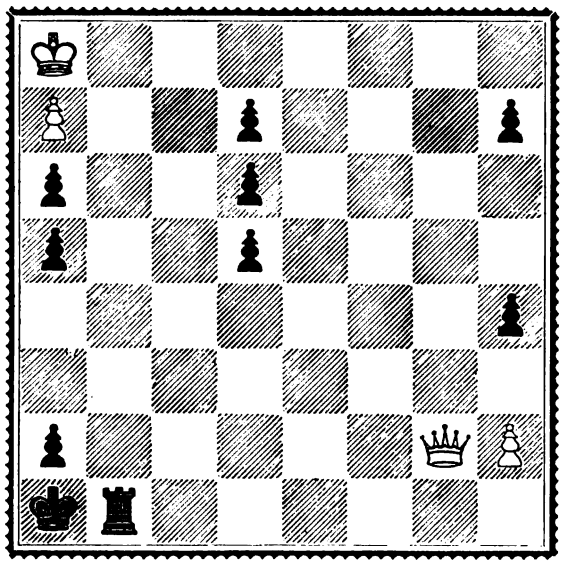


WHITE.

White to play and give mate in four moves.

No. 9. By G. Reichhelm.

BLACK.



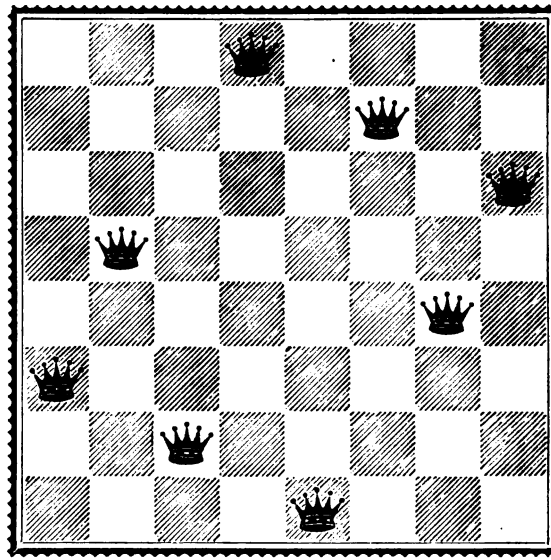
WHITE.

White to play and give mate in forty-five moves.

Solutions to the Problems in this Department will regularly appear in the next number but one after the Problems: thus, the Solutions to the Problems in No.78 will be given in No. 80, etc. Double solutions, duals and criticisms should be sent to Mr. Teed for consideration, who will next month reply to correspondents that have not been answered by mail.

TO CORRESPONDENTS.

324. The 8 Queens' Problem has received much attention in former numbers of this JOURNAL. No. XXXIX, May, 1873, gives 92 positions, one of which we reproduce. See No. 39, page 192:



In the variation of the Musio, which you propose:

1 P K 4	1 P K 4
2 P K B 4	2 P×P
3 S K B 3	3 P K S 4
4 B Q B 4	4 P K S 5
5 P Q 4	5 P×S
6 Q×P	6 S Q B 3
7 Q B×P	7 Q K B 3
8 P K 5	8 Q S×Q P

White may obtain about an even game by 9 PxQ, SxQ, 10 PxS. White's advantage in the developement compensates him for the disadvantages of the doubled pawn.

2002, 1902 and 1704. Our rates of exchange are 20 per cent off retail price, for other chess publications than our own, which can be returned at 50 per cent., said price payable in anything as per our latest published exchange list.

379. If you do not like any chess book you get from us, as well as you expected, it can be returned at regular exchange rates, see answer to 2002. The price of the DUBUQUE CHESS JOURNAL is twenty-five cents per number, past, present or to come, from No. 1 to No. 100 inclusive. ☞ Any chess book will be taken in exchange at our regular rates. We have only one price and no special terms to offer anybody.

1030. It will hardly pay for any one to expose all the frauds he encounters connected with chessers, nevertheless we should not stand too much imposition upon good nature, and not only should an editor defend himself, but he should caution the public against dangerous characters, rings and swindlers. Of course this will call down maledictions upon his head, the parties implicated will turn and twist, ridicule and misrepresent every isolated item to the destruction of the faithful editor; many good souls will be scandalized, and non-resistants will cry out against the cruel war. In the extracts from the *Hartford Globe* you send us, there are some misstatements that should be corrected, e. g.:

"The greatest sensation in the chess world is the quarrel between Hallock, of the American Chess Journal, and Brownson, of the DUBUQUE CHESS JOURNAL. Brownson sold out to Hallock, and the terms were rather mixed and not complied with by either. Brownson republished his magazine, and Hallock accuses him of bad faith in a circular containing details of the whole affair, and 'you're another' will probably come from Brownson. Such quarrels only hurt the cause of chess."

Is it possible that the chess world are so much interested in the rival claims of the *Hannibal* and *Dubuque* chess Journals? Does the Blackburne-Zukertort match, the Centennial Problem Tourney, or the Philadelphia Chess Congress Book not excite more interest than these rival Mississippi towns? Does Belden's seventy-five dollar literary contest, does the unique lecture of Miron, the savant (with poem by Mrs. Miron), do the gold paying tourneys of Lebanon, Cleveland and Detroit, all pale in interest to chessers before the important point at issue between Dubuque and Hannibal? Then let every friend of chess be determined to sift this matter thoroughly. What hasty conclusions men sometimes make! Does Hallock's circular, which contains only the parts of Brownson's letters that seem to favor Hallock, and omits all of Hallock's letters that very likely would change the whole aspect of affairs, *contain details of the WHOLE affair?* Where are those principles of fair play that allow both sides a hearing? that give a move to each player in turn? and what neglect of a chesser's analytical powers to make up your mind and decision from the analysis of the moves only of the Attack, not regarding what the Defense can

move in reply? Chess should teach us to consider well both sides of every question before deciding. It is probable that Hallock's letter to Brownson, also Russell's, and perhaps the testimony of others, may *contain some details of the whole affair* not yet known. How absurd to speak of the *terms of a bargain* being *mixed*, when the conditions of sale, as in this case, had been published to the world six weeks beforehand! when ten days were spent in examining the stock of the CHESS JOURNAL! and when a plain contract was written, signed and witnessed! There was *no* possible chance for any misunderstanding of the bargain by which the CHESS JOURNAL property was removed from Dubuque to Hannibal. This thing was not done under a bushel nor in the night time. The DUBUQUE CHESS JOURNAL was sold to Russell and Hallock, never to Hallock alone; whatever was agreed to or bargained by Brownson to Hallock, was under *protest*, by *compulsion*, not as a free bargain, on the same principle as the parents of Charlie Ross offer almost any terms to get their own back. The property was sold to the firm of Russell & Hallock, and when Hallock got the property 300 miles away from Dubuque, what could Brownson do? Go to law? Sue a stranger who had already convinced him that he was unprincipled? Return the $250 and get—what? How trust a repudiator? Should B. have left his business and maintained a lingering lawsuit in another state? Doubtless, the costs could never have been made from the man whom Loyd says is so poor he can not get his pay of ten dollars a month from him, even for a problem

department, that alone has kept the *Hannibal Journal* alive! Please prove that Brownson did not comply with the conditions of the sale of the Journal, before you libel him again, Mr. *Hartford Globe.* There is no truth in that assertion of *mixed*, and you or anybody else can have the CHESS JOURNAL now or at any time, on the same, first and only terms, as published heretofore, viz:

The whole CHESS JOURNAL property is for sale for one-half the published price of books and magazines, with the chess type and the other chess property on hand thrown in. THE WHOLE, ALL, THE ENTIRE BUSINESS!

But no credit will be given again to unknown and irresponsible strangers from a distance, even if they come recommended. No Russells (rich minors of 20 years of age, six feet high, with full beard and stove pipe hat,) nor Hallocks (good steady printers, said to be fond of chess and anxious to aid the cause,) need apply. We may give the JOURNAL away some day, but hope not to be swindled out of it. * * *

Are you sure this quarrel hurts the cause of chess? Perhaps not. Before the DUBUQUE CHESS JOURNAL re-appeared, the *Hannibal Journal* was printed on very vile and inferior paper, much of the work was so miserably done, that with all the chess world's good nature for the only chess magazine in America, much disgust was apparent. The Game Department particularly, was almost worthless, and the typographical errors a shame to any practical printer of a large town like Hannibal. Since a rival Journal is in the field, every nerve has been strained to get

ahead, whole columns of flattering notices, repeated announcements that the *Hannibal Journal* was the best in the world, any amount of self-praise have been flung to the winds, prizes have been promised, better paper has been used, more care in printing has been taken, great flaming capitals have announced to the chess world the glorious news that a Loyd and a Mason would hereafter make this CHESS JOURNAL unapproachable; the present glory and probable future splendor of the American (Hannibal) chess monthly certainly will not *hurt the cause of chess!* Let us trust that Hallock's oft repeated assertion of a regular issue on the 15th of each month may some day come true, and since he will "no more be delayed for Cook's decision" or anybody else, and now that this Centennial triumvirate business of prizes and solutions has been so happily smothered, may we not hope for even greater richness of problems, greater variety of miscellaneous matter, and a fuller complement of games?

Competition is the life of trade, and with Loyd and Mason to furnish the brain work, Hallock has only to stick to his type setting to make his Journal a pecuniary success, the end and aim of his *side show*—see the announcement in his first issue.

As for this, the DUBUQUE CHESS JOURNAL, its object has been, is, and will be, to aid the cause of chess with all the force its friends and the editors can wield.

Guess Caissa will survive this quarrel.

1391. The reasons why this Journal does not use the German notation, have been published in back

numbers. You and many others may prefer it, but the majority of our readers would not. Can you score a game as easily and as rapidly using the German as the American notation? Compare SxB with *S c* 4 — *e* 5: and try to read a game when black plays first. Of course a man convinced against his will, is of the same opinion still, and that is why a variety of notations are in vogue.

1021. We have found eleven numbers (January to November 1857) of the N. Y. Chess Monthly for sale; send at once if you still want them. We will furnish you the DUBUQUE CHESS JOURNAL *complete*, (Numbers 1 to 100) for twenty dollars cash. Numbers 1 to 78 now ready and 79 to 100 to come.

502. Always diagram your problems. There is less danger, this way, of a clerical error. A position is recorded quicker and a chess editor can tell something about the problem without stopping to diagram it. The solution should be on the back of the problem, not staring one in the face, but placed where it can be found when needed. In publishing a problem, if we misprint it, we reprint it free of charge, and grumble only at the printer and proof reader, but if the author makes a blunder in diagramming or other ways, we reprint it only on his paying fifty cents per problem, thus making him share the expense. Books and magazines are printed in *forms* of 4, 8, 12 or more pages at once, and a mistake made in a form printed on the 10th of the month cannot be corrected on the 11th or 12th. The main thing is to try and avoid mistakes, but as l n'y a que celui qui ne fait rien, qui ne se trompe

pas, we must expect errors, trials, sorrows and tribulations, dum vivimus, i. e., all that live are dumb.

1094. Solutions to be counted in our contest should be received before the list is printed. It is impossible for us to know when solutions were sent off by a solver, but we can infallibly determine when they reach us. The sure way is to send off all the solutions you have ready in time to reach us by the 20th of the month, the 25th will generally do, but the 28th is nearly always too late. Solutions are credited on the printed list, in that number of the JOURNAL in which the solutions of the problems appear. We have no choice in the matter, except to please as many as possible, for this a fixed rule is necessary. Your first lot of solutions were received here May 1st, the very day the JOURNALS were mailed. True you sent them before the JOURNAL could possibly reach you, but if we count them, what becomes of the rule? and how many solvers will grumble, and think solutions are counted apparently at random? Again, solutions are of the greatest benefit in determining the soundness of a problem, but of what use are they to an editor, if they come after the solutions are printed? Some complain that we do not give time enough for solutions, others that we give too much; in medio tutissimus ibis.

Chess Items.

An international postal card game contest has just been inaugurated by the *Hartford Times* and the *Glasgow News of the Week.*

The Centennial Problem Tourney yields Sam. Loyd seven prizes, Elson, Boardman, McKim and Finlinson the rest. For full particulars see the book of the Tourney soon to be issued by Dr. C. C. Moore.

The prize winners in the *Lebanon Herald* Tourney are Messrs. Shinkman, Wormald and Baxter.

The *Hartford Globe* offers very liberal prizes both in a postal card Tourney and in a Problem Tourney.

Tue *Danbury News* offers one dollar for each game and each problem accepted for publication.

McKim, of the *Cleveland Voice*, proposes a meeting of chess editors during the summer vacation, which we will attend if possible, (Rockdale preferred.)

Belden's literary Tourney is progressing extensively. Successful matches have been lately closed in Boston, Chicago, and in many other cities. The fall campaign promises a lively opening, and the only way hereafter for chess editors to get ahead will probably be by offering prizes to those chessers that read their columns the most times.

Simultaneous and blindfold chess at select seances are all the rage in England now; slow problems in Germany and exhaustive analysis in Italy, await real terrific Russo-Turkish combinations.

Erratum: In No. 1337, if 1 KxS, R Q S 5, 2 Q K B 2 is not mate, as the B is masked by the R at b 4.

The *Italian Chess Magazine* has just inaugurated a Second International Problem Tourney for three move problems. Address, before the end of August, Nuovo Rivista degli Scacchi, Via Michon. N. 1. Livorno, Italy.

Ben. R. Foster, 206 N. 8th St., Saint Louis, Mo., has assumed control of the chess department of the *St. Louis Globe-Democrat.* The gold prize for solutions has just been awarded to John J. Forsting, a rising composer of great merit. Sam. Loyd wins the McKim ($10) and Babson (chess table) extra prizes. The following Problem (No. 1374) was awarded the first prize for the *Best Problem* of the Centennial Tournament, and also the first prize for the *Best Four Mover;* it was also No. 2 of the set *Ideas,* that won the first prize, fifty dollars:

Problem No. 1374. By Sam. Loyd.

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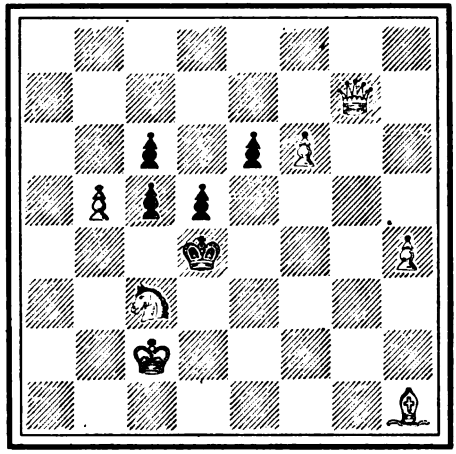

WHITE.

White to play and mate in four moves.

Solution List.

Our Solution List now stands:

J. B. McKim, of Ohio	213	Problems
L. T. Brown, of New Jersey	190	"
R. H. Seymour, of New York	177	"
C. H. Wheeler, of Illinois	175	"
F. W. C. Crane, of New Jersey	171	"
R. L. C. White, of Tennessee	167	"
L. W. Mudge, of New Jersey	153	"
Louis Boisot, of Iowa	99	"
E. R. Blanchard, of New York	95	"
W. R. Hale, of South Carolina	94	"
J. G. Nix, of Tennessee	53	"
F. W. Martindale, of New York	22	"
A. Ortman, of Minnesota	15	"
Emanuel Barbe, of Chicago	12	"
W. H. Rhaun, of Pennsylvania	11	"

All others as per last list.

☞ The prize for this No. 78, five dollars in any thing from our Exchange List, is hereby awarded to J. B. McKim, of Cleveland, Ohio. His score is now cancelled, and the others remain to be added to the solutions given in our next number.

☞ As this office is to be moved about the 1st of July, the DUBUQUE CHESS JOURNAL business will probably be somewhat irregular for two or three months; we trust, however, to be on hand in time for the fall campaign, and to help make things lively then.

No. 9. By W. A. Shinkman.

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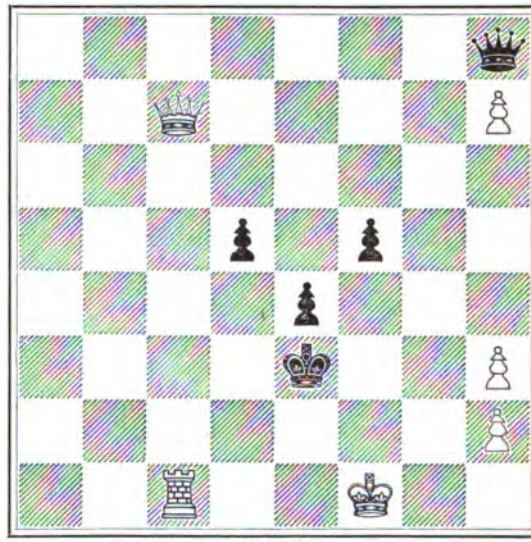

WHITE.

White to play and give mate in three moves.

No. 10. By J. K. Hanshew.

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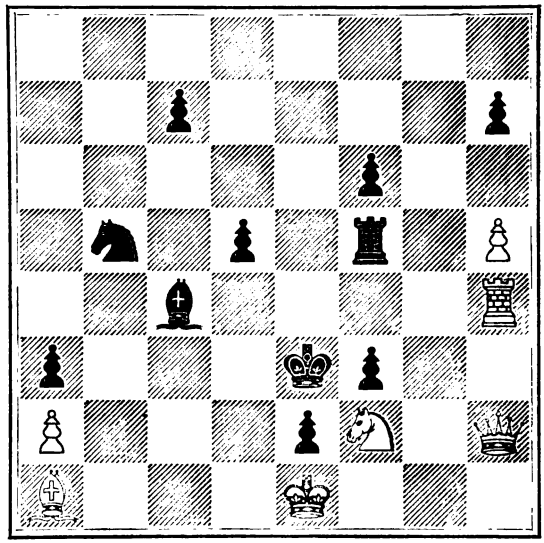


WHITE.

White to play and give mate in three moves.

No. 11. By Q. W. Richardson.

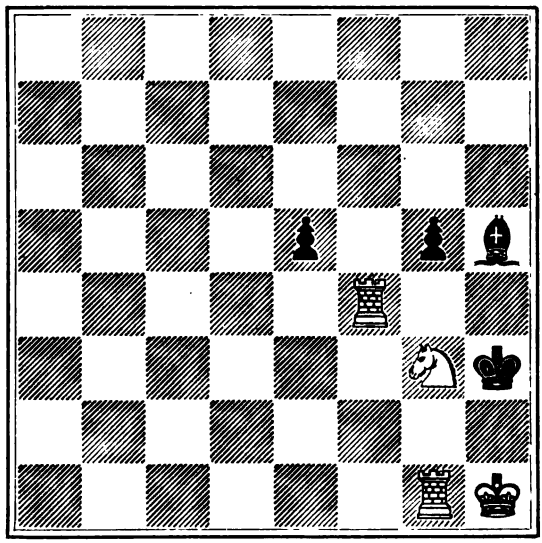
BLACK.

WHITE.

White to play and give mate in three moves.

No. 12. By Guerrilla.

BLACK.



WHITE.

hite to play and give mate in three moves.

No. 13. By W. A. Shinkman.

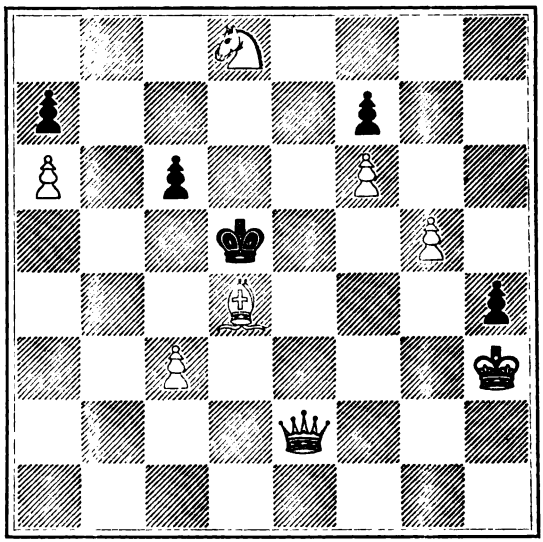
BLACK.

WHITE.

White to play and give mate in three moves.

No. 14. By Simon Fleischmann.

BLACK.



WHITE.

White to play and give mate in three moves.

No 15. By F. W. Martindale.

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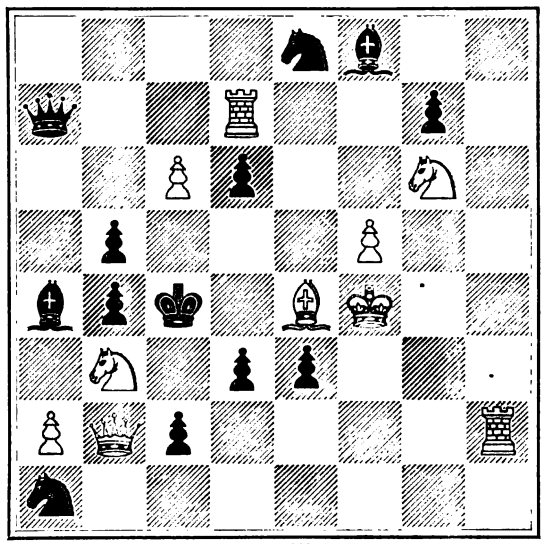

WHITE.

White to play and give mate in three moves.

No. 16. By William Blair.

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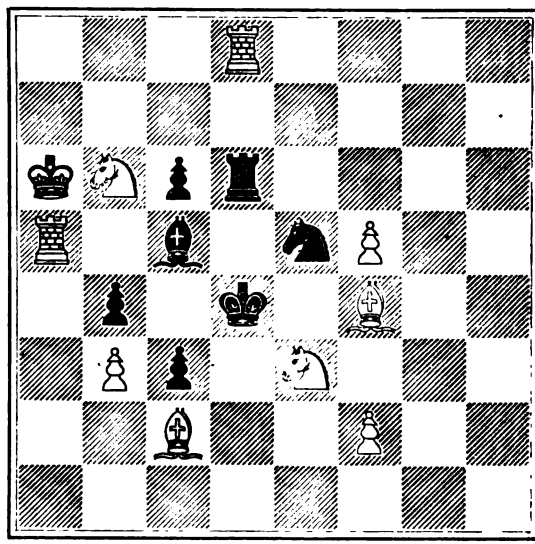

WHITE.

White to play and give mate in three moves.

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THE CHESS JOURNAL.

LXXIX. SEPTEMBER, 1877. NO. 79.

Tourney No. Six. Problem No. 67.

BLACK.

WHITE.

White to play and make it three moves.

PUBLISHED BY

O. A. BROWNSON.

(TO WHOM ALL ORDERS SHOULD BE ADDRESSED.)

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Brownson's Chess Journal

LXXIX. SEPTEMBER, 1877. NO. 79.

CHESS NOTATION.—We use in this Journal the American Notation or abbreviation, viz: K for king, roi, rex or koenig; Q for queen, dame or regina; R for rook, castle or tour; B for bishop, fou, laufer or alfiere; S for springer, knight, horse or cavalier; P for pawn, pedona, bauer or pion.

Tourney No. Six. Problem No. 65.

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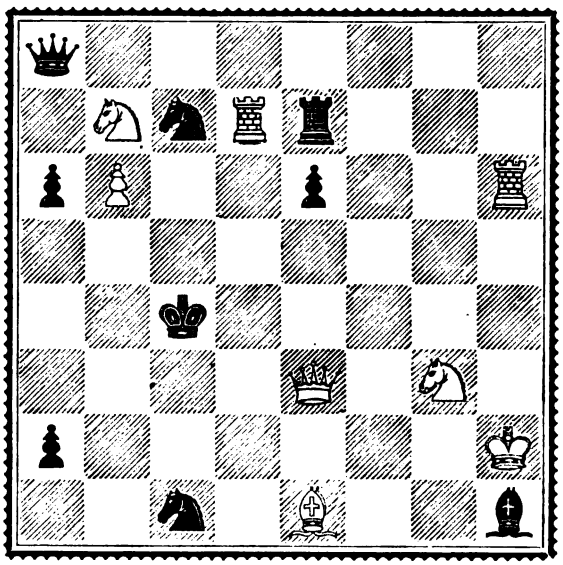

WHITE.

White to play and mate in two moves.

Invocation to One Departed.

"Vox Clamantis in Deserto."

There are who deem that life to which we cling
With such tenacity is like the tone
Which trembles for a moment on the string,
Then fades forever into the unknown;
That when the body falls in ruin, then
The soul or spirit passes like a cloud,
And vanishes away as vapor when
Death closes around us like an iron shroud.
Could we but know that those we loved so well,
Whose absence from our circle we deplore,
Still live and have a being, and now dwell
In happiness on some celestial shore,
How would our mourning change to rapturous song!
What lively faith, what courage it would lend!
How would it calm our grief, and make us strong
To bear our trials to the bitter end!
Oh, friend, the memory of whose caress
Comes like a strain of music from on high.
Oh, best belovèd, from this wilderness
Of gloomy doubt to thee I send my cry!
If aught of fond remembrance still remains
Of those on earth who once to thee were dear,
If aught of love thy bosom still retains
For those who linger in this lower sphere,
Oh, come to us! a sweet assurance give
That hand-in-hand hereafter we shall roam;
Tell us that, though we die, we still shall live
And love forever in our spirit home!

—*H. W. Palmer in Banner of Light.*

Tourney No. Six. Problem No. 66.

White to play and mate in two moves.

The Anderssen Jubilee.

From the London Field.

The Leipzig Chess Congress was opened on the 15th of July by a preliminary meeting, Privy Councillor Dr. R. Gottschall in the chair. The master-tournament (Meister-turnier) and the chief tournament of amateurs began Monday, the 16th, at 9 A. M., and were continued up to Saturday, the 21st, at the unusual rate of two games daily. This hard work was interrupted Wednesday afternoon, which was devoted to a banquet in honour of Anderssen. Privy Councillor Dr. R. Gottschall, as president of the Leipzig Chess Club, Augustea, was in the chair. The splendid repast was followed by the presentation of

a column to Anderssen. The pedestal of this exquisite present bears on one side the inscriptions, "London 1851, London 1862, Baden-Baden 1870;" on the other, the ending position of Anderssen's last game with Staunton. The column is headed by Caissa presenting a laurel crown. The space at our command does not permit us to enumerate the silver cups, diplomas of honorary membership, letters and telegrams of congratulation, &c., which were all presented on the occasion; suffice it to say that the hero of a hundred battles had ample proofs that the chess community honoured him as no chess player was ever honoured before.

The master-tournament was contested by the twelve following gentlemen: Anderssen, Herr Englisch, from Vienna; Herr Flechsig, of Leipzig; Prof. Franke, from Zelle; Dr. Goring, of Leipzig: C. Leffmann, from Cologne; Herr Metger, from Gotitngen; L. Paulsen, W. Paulsen, E. Schallopp, from Berlin; S. Winawer and J. H. Zukertort.

L. Paulsen came out first by half a game, whilst Anderssen and Zukertort tied for the second and third prizes, which fight took place Monday, the 23d, and was won by Anderssen. The amateur tournament was brought to a conclusion early in the week, and the four prizes were taken by Wemmers, of Cologne (1); Dr. Schmidt, of Dresden (2); Dr. Knorre, of Berlin (3); and Forte, of Gressen (4). The play was concluded by a consultation game, in which L. Paulsen, Dr. Goring and Herr Metger were beaten by Anderssen, Zukertort and Dr. Schmidt.

In the problem tournament connected with the

congress, the two prizes were taken by Berger, of Gratz, and Kokolusch, of Prag.

Immediately after the conclusion of the tournament, a match for the first five games was arranged between Anderssen and L. Paulsen. The first game was won by the former.

The result is illustrated by the following table:

	Andersen.	Englisch.	Flechsig.	Franke.	Goring.	Leffman.	Metger.	L. Paulsen.	W. Paulsen.	Schallopp.	Winawer.	Zukertort.	Score.
Andersen....	—	½	1	1	0	1	½	1	1	1	1	½	8½
Englisch.....	½	—	½	0	0	1	1	0	1	0	1	0	5
Flechsig.....	0	½	—	1	0	0	½	0	½	0	½	0	3
Franke.....	0	1	0	—	0	0	0	0	½	1	0	0	2½
Goring.....	1	1	1	1	—	0	1	0	0	0	0	1	6
Leffmann.....	0	0	1	1	1	—	½	0	½	1	0	0	5
Metger.....	½	0	½	1	0	½	—	0	1	0	0	0	3½
L. Paulsen....	0	1	1	1	1	1	1	—	1	1	0	1	9
W. Paulsen...	0	0	½	½	1	½	0	0	—	0	0	0	2½
Schallopp.....	0	1	1	0	1	0	1	0	1	—	0	0	5
Winawer.....	0	0	½	1	1	1	1	1	1	1	—	0	7½
Zukertort.....	½	1	1	1	0	1	1	0	1	1	1	—	8½

1 won, 0 lost, ½ draw. Three prizes, of £20, £10 and £5, were offered in this tournament.

The following is the consultation game referred to in our report of the Leipzig Chess Congress:

(IRREGULAR OPENING.)

WHITE.	BLACK.
L. Paulsen, Dr. Goring and Metger.	A. Anderssen, J. H. Zukertort and Dr. C. Schmidt.
1 P Q B 4	1 P K 3 (*a*)
2 P K 3	2 S K B 3
3 P Q R 3 (*b*)	3 P Q B 4
4 S K B 3	4 S B 3

5 S B 3	5 P Q R 3 (*c*)
6 P Q 4	6 P Q 4
7 Q P×P	7 B×P
8 P Q S 4	8 B Q 3
9 P B 5 (*d*)	9 B B 2
10 B S 2	10 Castles
11 Q S 3	11 Q K 2
12 B K 2	12 B Q 2
13 Castles K R	13 Q R Q 1
14 K R Q 1	14 B B 1
15 Q R B 1	15 P K R 3 (*e*)
16 P Q R 4	16 P K 4
17 P S 5 (*f*)	17 P×P
18 P×P	18 P K 5 (*g*)
19 S Q 2	19 S K 4
20 S B 1 (*h*)	20 B S 5 (*i*)
21 S×Q P (*j*)	21 S×S
22 B×B	22 S Q 6
23 R×S (*k*)	23 P×R
24 Q×P	24 B K 4
25 Q S 3	25 B×B
26 Q×B	26 S B 3
27 B B 3	27 S K 5
28 P B 6	28 P×P
29 P×P	29 S S 4
30 B K 2	30 R S 1
31 Q B 2	31 K R Q B 1
32 S S 3	32 Q K 4
33 P B 7	33 R S 2 (*l*)
34 B R 6	34 Q R×P
35 B×R (*m*)	35 R×Q
36 R×R	36 Q R 8+
37 S B 1	37 P S 3
38 P B 3	38 Q K 8
39 B R 6	39 P R 4
40 R Q 2	40 P R 5

41 P R 3 (*n*)	41 S R 2
42 B B 4	42 S B 3
43 R Q 4	43 P S 4
44 R Q 8+	44 K S 2
45 R Q B 8	45 Q R 4
46 K B 2	46 S R 4
47 B Q 3	47 P B 4
48 K S 1	48 P B 5
49 P K 4	49 Q R 2+
50 K R 2	50 S S 6 (*o*)
51 R B 2	51 Q R 8
52 R B 7+	52 K B 3
53 R B 6+	53 K K 2
54 R K S 6	54 Q R 4 (*p*)
55 B B 4	55 Q Q B 4
56 B Q 3	56 K B 2
57 R Q R 6	57 P S 5 (*q*)
58 R P×P	58 Q K B 7
59 B B 4+	59 K B 1
60 R R 5 (*r*)	60 P R 6 (*s*)
61 S K 3	61 P×S
62 K×P	62 P K 7
63 B×P	63 S×B
Resigns.	

a] In the correspondence match between London and Vienna the council of the latter opened here with P K 4. The move in the text is more in conformity with the spirit of a close game.

b] In the above named match S Q B 3 was played early, and the answer of K B Q S 5 brought the leading players into such difficulties as to produce the impression with some strong players that P Q R 3 was an indispensable move in this opening. In the present instance the precaution seems to us, however, unnecessary, and the S might have been developed at once, since a comfortable retreat was open for it at K 2 in answer to

B S 5, to be followed accordingly by P Q R 3 or S S 3. At any rate, S K B 3 could have been played first with advantage, for if then Black played P Q 4, the answer of Q S B 3 became perfectly correct, the position being analogous with many others arising in the same opening where the doubling of White's pawns at Q B 3 is even an advantage in consequence of the second player's Q P being already fixed.

c] One of those routine moves which imperceptibly damage the progress of the game when not carefully weighed in relation to the position in general. As the sequel shows, the advance of this P weakened the Q wing considerably, and gave the opponents the advantage in the development.

d] In our opinion White has now the best of the game. White's far advanced pawns on the Q side are very menacing, while Black's centre pawns can easily be kept inoffensive.

e] Black play the waiting game, and as a matter of fact, they can do nothing else.

f] Taking the Q P with the S was obviously out of question on account of B K 3 after retaking first the S.

g] Black's Q P is now made still weaker, as it remains quite fixed now, and sufficient forces can be accumulated against it to win it ultimately, yet there was nothing better. Had they played for instance S R 4, the game might have gone on thus:

	18 S R 4
19 Q R 2, threatening P S 6	
	19 P Q S 3
20 PxP	20 BxP
21 SxP	21 SxS
22 RxS	22 B K 3
23 RxP, &c.	

h] Here P K R 3 was a necessary precaution, and White's neglecting it seriously imperils their position. The Q could not take the B P in reply to the move suggested, as White would then answer SxK P.

i] An excellent move, which gives Black a fine attack.

j] White gets the worst of this capture; but, whatever they did, they could not recover from having allowed their opponents egress with the B on the K flank. Had they taken the B first, the game might have proceeded thus:

21 BxB	21 K SxB
22 P K R 3 (if SxP instead, then follows Q R 5; and on the R or Q defending the K B P, the answer of S B 6 ch would decide the game).	22 S B 6 ch
23 PxS	23 PxP

And play as White may, they cannot prevent mate in a few moves, as Black will bring next the Q R 5, followed accordingly by Q R 6 or QxP ch, &c.

k] The sacrifice was unavoidable. Had they moved the R B 2; the answer would have been S from Q 4 to S 5, followed accordingly by Q R 5, or QxP.

l] The play of the White allies, who had to defend an uphill battle, has been simply beyond praise. Whether Black were prepared for the beautiful manœuvre which follows, we cannot tell; but it will be seen that they would have done even worse by attempting to stop it either by R S 7 or R S 3, as the following beautiful variations will show. In the first place:

	33 R S 7
34 Q K B 5	34 Q K 3 (if Black exchange Q, White, after retaking with the S, would threaten S B 7 ch or S Q 6, both of which cannot be defended).
35 P K R 4	35 RxB best; for, if the S retire to R 2, White would exchange Q's, followed by B R 6.

36 PxS	36 RxK P
37 PxR	37 QxP ch
38 K R 2and wins, since Black's R is also en prise.	

Secondly—

	33 R S 3
34 S B 5	34 R S 7
35 S K 7 ch	35 K R 1

It will be seen that if the K move to B 1, White would proceed in the same way as in our following analysis, only in the last move of the variation they would play the S S 6 instead of to Q 6.

36 SxR	36 RxQ
37 RxR	37 S K 3
38 S Q 6, threatening to win the Q by SxP ch	

and winning without difficulty, for Black must now check with the Q at R 8, and on the B covering, sacrifice the S for the P, leaving White three pieces and a P for the Q, which is more than enough to win.

m] This finely conceived sacrifice of the Q ought to have secured the game by rights, but White subsequently did not make the most of their defensive resources, as will be shown hereafter.

n] Here is the lapsus. A weak spot is created where the S can be settled ultimately, however long it may take to bring it to that square. The proper mode of defence was R K B 2, letting the P come on further, e. g.:

41 R K B 2	41 P R 6
42 P S 3	42 Q Q 8
43 B K 2	43 Q Q 4
44 P B 4	44 S K 5; if the S retreat to K 3, then B S 4 follows.
45 B B 3, and after the exchange of knights White would draw the game easily.	

o] The manner in which the Black allies have worked their pawns and brought the Knight round so as to support the present attack is highly admirable.

p] Black could have won the piece, but the game must have been drawn then, for White would have taken the S P, and then have kept the R on the fifth row, preventing the K from crossing, while Black had no means to compel the R to leave that row.

q] This master stroke decided one of the most difficult ending games that we have ever come across with in actual play.

r] R R 2 could not be done on account of SxS ch, followed either by QxR or S S 6 ch, &c.

s] A splendid termination. If the K takes the P, then Black would take the S threatening mate next move. Whatever they may now do, they cannot save the game.

PROBLEM DEPARTMENT.

Conducted by F. M. Teed, P. O. Address, 352 West 15th St., New York, N. Y.

☞ All correspondence and contributions for this Department should be addressed as above, except Solutions to published Problems, which, until further notice, should be sent to CHESS JOURNAL, P. O. Box 2157, Dubuque, Iowa.

To Correspondents.

REV. L. W. MUDGE.—The four-move self-mate is rather too easy. Send us something more like aliorum sit judicium.

DR. A. ORTMAN.—We returned three of the problems as requested, and the other appears as No. 18.

J. B. McKim.—Your remarks upon the subject of reviews received careful attention, and we hope soon to introduce something of the kind.

F. W. Martindale.—Two diagrams were returned by mail. We consider our No. 21 very ingenious.

E. Barbe.—Four of your problems are on hand, but all are unsound. Perhaps they are "backsliders," and need a few Bishops.

J. Singer.—The problems are all either unsound or too obvious.

C. F. Stubbs.—Your two-mover has merit, but is somewhat too simple for publication in its present form. Can you not add a variation or two?

G. Reichhelm.—The solution of your forty-five-mover may be considerably shortened.

W. R. Hale.—Thanks. It baffled one of the best solvers in New York for a long time.

C. H. Wheeler.—Your commendation is gratifying, and a careful re-examination will convince you that No. 7 deserves a share. It can not be solved in less than the stipulated number of moves.

W. H. Rhaun.—The amendment received just in time. The editor of this department was not a competitor in the tournament mentioned.

T. P. Bull.—We shall expect to receive a return fire from you. See No. 14.

Jos. Wainwright.—Both four-movers are unsound.

John G. Nix.—You are correct in regard to each of the problems.

We are under obligations to Messrs. Babson, Belden, Kunkel and McKim for copies of their respective columns, which we will notice more fully in a future number.

Our problems, this month, include some fine compositions, indicated by such names as Gilberg, Hawkins, Mason and McKim. Others, as No.s 12, 18 and 19, will be found not too difficult for beginners, while No.s 20 and 21 are good specimens of conditional problems.

No. 10. By C. A. Gilberg.

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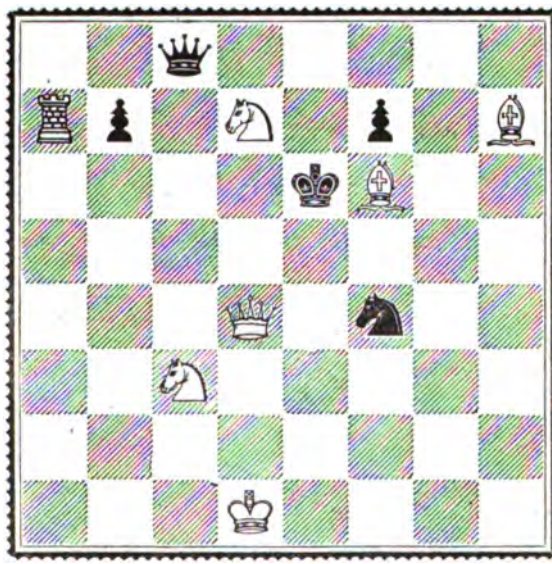

WHITE.

White to play and give mate in two moves.

No. 11. By X. Hawkins.

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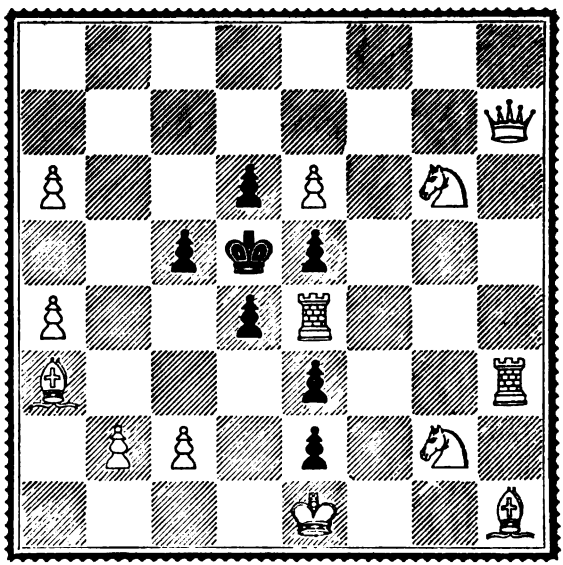

WHITE.

White to play and give mate in two moves.

No. 12. By R. H. Seymour.

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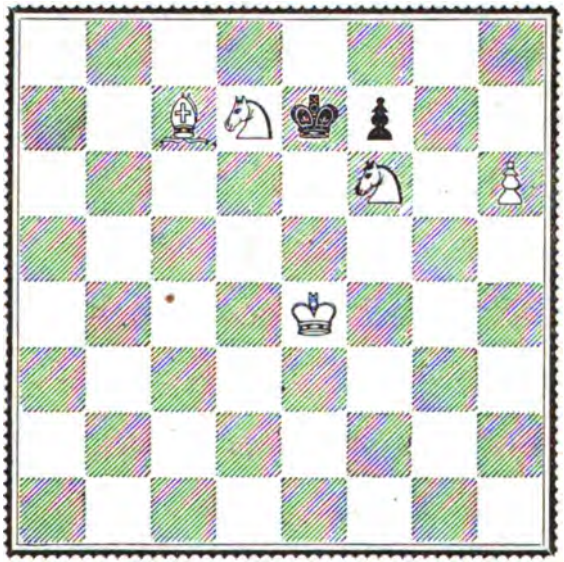

WHITE.

White to play and give mate in two moves.

No. 13. By C. C. Kanaga.

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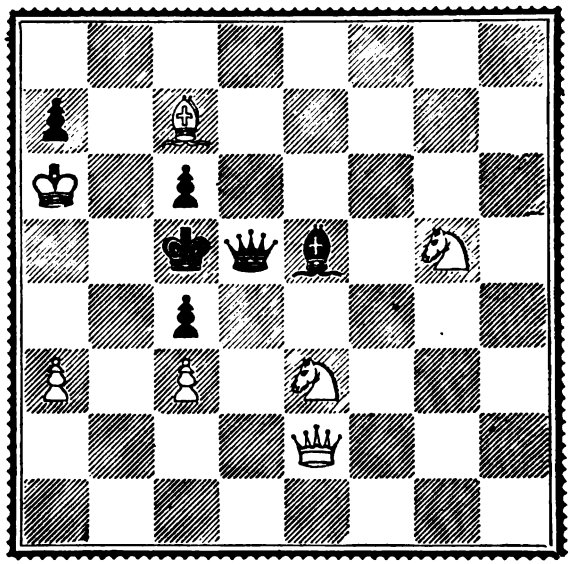


WHITE.

White to play and give mate in two moves.

No. 14. By W. H. Rhaun.

Dedicated to T. P. Bull, Esq.

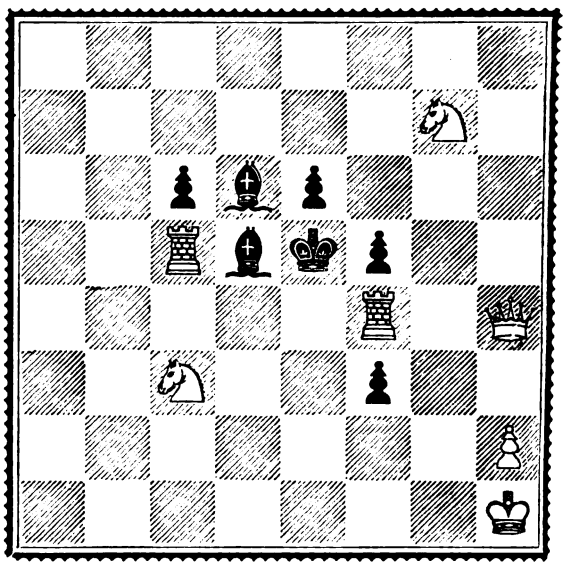
BLACK.

WHITE.

White to play and give mate in two moves.

No. 15. By James Mason.

BLACK.



WHITE.

White to play and give mate in three moves.

No. 16. By J. B. McKim.

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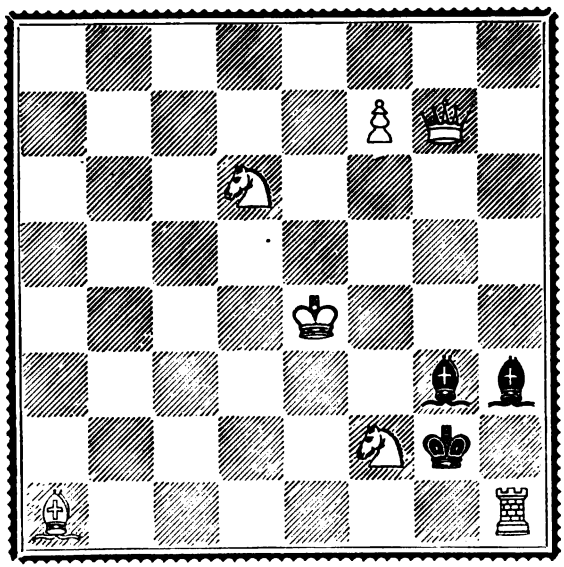

WHITE.

White to play and give mate in three moves.

No. 17. By W. R. Hale.

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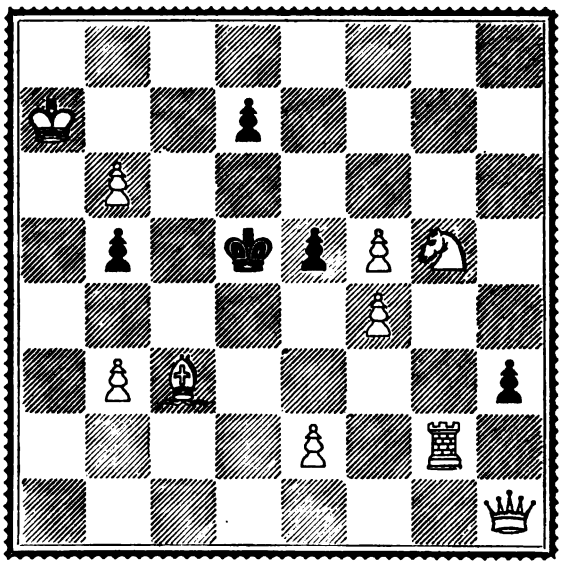


WHITE.

White to play and give mate in three moves.

No. 18. By Dr. A. Ortman.

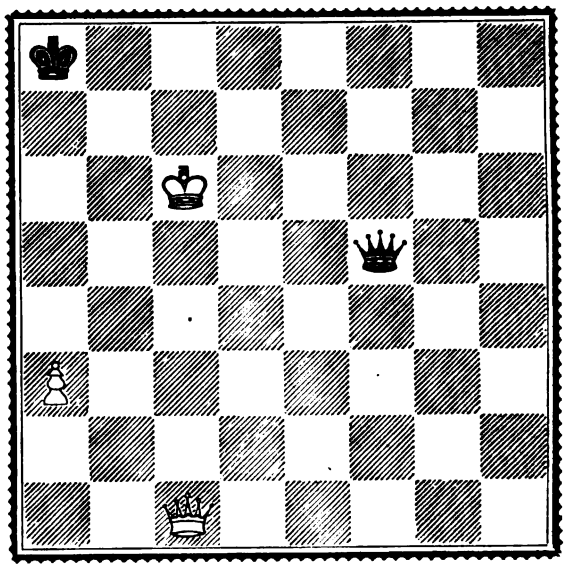
BLACK.

WHITE.

White to play and give mate in three moves.

No. 19. By F. M. Teed.

BLACK.



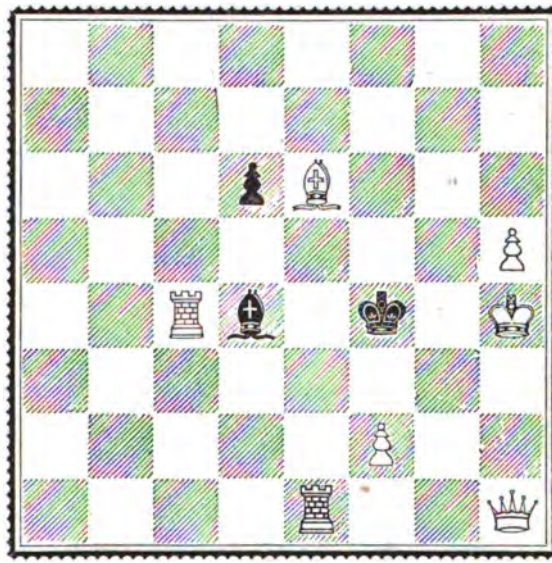
WHITE.

White to play and give mate in ten moves.

No. 20. By C. H. Wheeler.

(A version of one by Mr. Shinkman).

BLACK.



WHITE.

White to play and compel self-mate in three moves.

No. 21. By F. W. Martindale.

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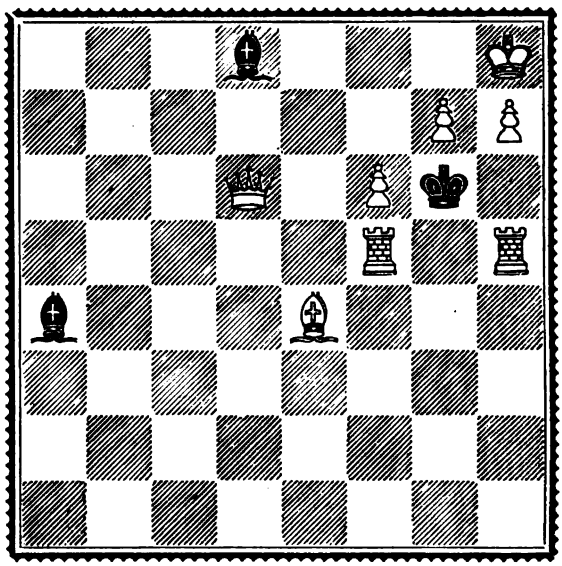


WHITE.

White to play and compel self stale-mate in nine moves.

New Chess Column.

R. McAllister, *Globe* office, St. John, N. B., Canada, has lately commenced a vigorous chess column in the *St. John Globe.*

The first problem is by Charles F. Stubbs, a rising composer of that city, and the first game, a stubborn contest resulting in a draw, was contested by Messrs. Clawson and Narraway, at the Philidor club rooms.

These examples of original chess not only show that there is plenty of home talent, but give an earnest of a live chess column. A problem tournament has already commenced.

Chess Items.

Sam Loyd has now a page devoted to chess in the *Scientific American* supplement.

James Mason recently contested 17 simultaneous games, winning 14 and drawing 3.

Henry H. Cole, P. O. Drawer 5, Wolcottville, Ct., commenced a chess column in the *Wolcottville Register* of July 28th. Success and long life to it.

The *Danbury News* now offers to pay every three months, $10 for the best three-move problem, $5 for the best two-mover, and $5 for the best game.

The prize winners in the *Hartford Globe's* problem tourney I, are Rev. L. W. Mudge, Ben S. Wash, F. W. Martindale, R. H. Seymour and X. Hawkins, in the order named.

Dr. A. F. Claywell and Messrs. J. G. Nix and T. A. Knox take the solution prizes of the *Lebanon*

Herald, each having solved all the problems appearing in that excellent paper from January to June, inclusive.

The Blackburne-Zukertort match is off, owing to some difficulty about the stakes. Each won a game. Mr. Blackburne has challenged Steinitz, the champion of the world. This is as bold a move as could be made.

At a meeting of chess editors held July 19th in New York city, an American Chess Problem Association was organized, with E B. Cook as president; J. G. Belden and J. G. White, vice presidents; J. B. McKim, secretary, and Dr. C. C. Moore, treasurer.

Belden's literary prize tourney would make a capital chess book for preservation.

"All hail to thee, Caissa,
So like to life and true.
All hail to thee, Caissa!
Thou old—thou ever new."

The *Amateur World* awards the following chess Acrostics prizes :

First prize (chess masterpieces) to W. Harris.

Chess is such a noble game,
How it does the soul inflame!
Ever pleasing, ever new,
Surely Chess has not its due;
Sad to say, 'tis known to few!

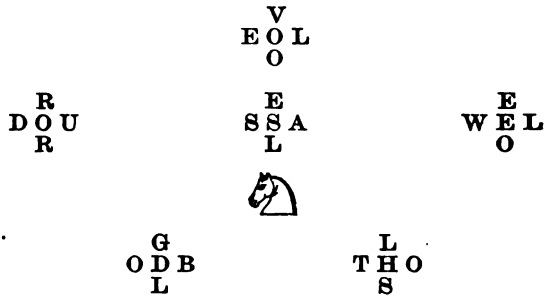
Second prize (Cook's Synopsis) to N. Kennedy.

Can strife be banished from the homes of men,
Hence, by a charm to its own dinsome den?
Each lover of The Game will answer, Yes!
Such is thy power to sway us, gentle Chess,
Serene thy realm, Caissa, our Princess.

The players in the international match, spoken of in our last issue, have been paired, and play commenced, viz:

BRITISH.		AMERICAN.
J. Allen	vs.	P. J. Toepfer
H. Brewer	vs.	Eugene Delmar
William Coates	vs.	Max Judd
J. T. C. Chatto	vs.	T. E. Brenzinger
J. Copping	vs.	Daniel Jager
J. Crake	vs.	Thomas H. Foster
G. W. Farrow	vs.	C. G. Lincoln
G. H. D. Gossip	vs.	Mrs. J. W. Gilbert
John H. Hood	vs.	C. H. Blood
E. H. Heath	vs.	Don C. Rogers
D. M. Latta	vs.	F. H. Curtiss
H. M. Molson	vs.	James Burke
Ser. Maj. McArthur	vs.	A. W. Gentil
H. Monck	vs.	Jacob Frech
Wm. T. Morton	vs.	Max H. Peiler
Wm. Nash	vs.	John C. Romeyn
Jos. O'Brien	vs.	E. A. Kunkel
J. Parker	vs.	I. E. Orchard
J. T. Palmer	vs.	F. A. Boothby
Edwin Palmer	vs.	Edward Hime
R. H. Phillip	vs.	Rev. L. W. Davis
Rev. C. E. Ranken	vs.	Wm. J. Berry
R. J. Stranger	vs.	T. P. Bull
G. W. Stevens	vs.	H. Holmes
Col. Sergt. J. Scott	vs.	H. C. Lunt
Henry Waight	vs.	Leroy S. Atkinson
H. Williams	vs.	William Olcott
Col. Sergt. Woods	vs.	L. T. Brown.

Problem No. 1375. By M. Faysse.



Solutions to Regular Problems.

1361 1 R Q 8 P×B 2 R Q B 8 mates
1362 1 P Q 5 P Q S 4
2 P Q S 4 P×P
3 K K B 6 K×P 4 B±
1363 If 1 R Q B 5 Q S P×R
2 P Q S 8 (Q) P Q 4 defeats mate
If 1 P Q S 8 (Q) B×B
2 Q×Q S P B K 5+defeats mate
1364 1 S Q S 7 or 1 B Q R 6
1365 1 R Q R 3+ 1 K Q S 5
2 R Q R 4+ 2 K×R
3 Q Q 4+ 3 S Q S 5++
4 K Q S 1+ 4 Q Q R 7+
5 K Q B 1 5 Q Q R 6!
6 B K S 4 6 Q Q R 7
7 B Q 1 7 Q Q R 6
8 R Q R 2 8 Q×R
9 P Q B 3 9 Q Q S 6
10 B Q B 2 10 Q×B±
66 In two moves by 1 Q×B+
67 1 B K 5 K×B 2 Q K S 4

Problem No. 1376. By Special Request.

Write the nine digits in such a way, that added their sum shall be 100. No objections to fractions, but each digit must be used once and only once. The more solutions the better. Why are many solutions less objectionable than in a chess problem?

Solution List.

Our Solution List now stands:

L. T. Brown, of New Jersey	196	Problems
R. H. Seymour, of New York	184	"
C. H. Wheeler, of Illinois	182	"
F. W. C. Crane, of New Jersey	178	"
R. L. C. White, of Tennessee	172	"
L. W. Mudge, of New Jersey	160	"
Louis Boisot, of Iowa	105	"
W. R. Hale, of South Carolina	100	"
E. R. Blanchard, of New York	98	"
L. W. Davis, of Wisconsin	94	"
P. J. Doyle, of New York	87	"
J. G. Nix, of Tennessee	60	"
F. W. Martindale, of New York	23	"
A. Ortman, of Minnesota	20	"
Emanuel Barbe, of Illinois	18	"
W. H. Rhaun, of Pennsylvania	18	"

All others as per previous lists.

☞ The prize for this No. 79, five dollars in any thing from our Exchange List, is hereby awarded to Prof. L. T. Brown, of Cranbury, N. J. His score is now cancelled, and the others remain to be added to the solutions given in our next number.

TO CORRESPONDENTS.

750. Edward H. Courtenay, Coast Survey Department, D. C.

2252. Please send the name of *each* chess book you desire us to send you.

746. For further information concerning Gambit, Queen and Back-sliding problems, address E. Barbe, 1677 Wabash Avenue, Chicago.

363 and some others. In No. 8, page 228 of the June CHESS JOURNAL, if—

1 R Q B 3	1 B Q 4
2 R Q B 6	2 SxR 3 no mate.

502. Send stamps if you wish mail matter that interests you alone, also for rejected MSS., if you wish them returned. It is, perhaps, the custom of the *New York Clipper* and the *Hannibal Chess Magazine* to *correct* problems sent them for publication, but we expect composers to make their own problems and be responsible for them.

1216. Address P. J. Doyle, 1½ Second Avenue, New York, for the Gold-Braune vs. Clipper affair. Should you ever be attacked and lose a large sum by an "*unprincipled repudiator* and a brace of *swindlers*," perhaps you would not consider your defence as "*petty squabbles* and *differences*." If we cannot enter into the merits of a case, better pass it by in silence.

368 and 183. The exchange copies were duly mailed, but since they failed to reach you, we have sent duplicates. We desire to exchange with every chess publication in the world; let us know, there-

fore, whenever our CHESS JOURNAL does not come to hand. The office of the JOURNAL is now in complete order upon our homestead, and no further interruption or irregularity of issue is anticipated, albeit *homo proponit, Deus autem disponit.*

725. The books you ordered from our exchange list have been sent to your address. We have offered discounts for cash orders, but never for exchange orders. Were it in our power, i. e., if we had the money, Brown's Problems and Calculorum Gemmæ would be issued as fast as the type could be set; as it is, we are over $200 out now on that account, and must go slowly. We are waiting for MSS. from Messrs. Carpenter and Bull. If you are so anxious to have these works published at once, suppose you help a little. Are you not as near kin to Caissa as we are? To send us a lot of unsalable books, invoiced at fabulous prices, on which we must pay out cash for freight and other charges, then return publications that have cost cash for printing and for mailing, is not very substantial aid; i. e., with so much cash going out and so little coming in, only a Crœsus could satisfy such chessers. One single *Remington Wilson*, who purchases for *cash without grumbling*, a copy of every chess publication known, does more for chess than an army of some pretended chess friends that we could name. Live and let live, is a good maxim, but unfortunately too far in advance of this age.

1043. In the following position, if ——— White moves first, K B 6 wins, but if ——— Black moves first, K K B 2 draws:

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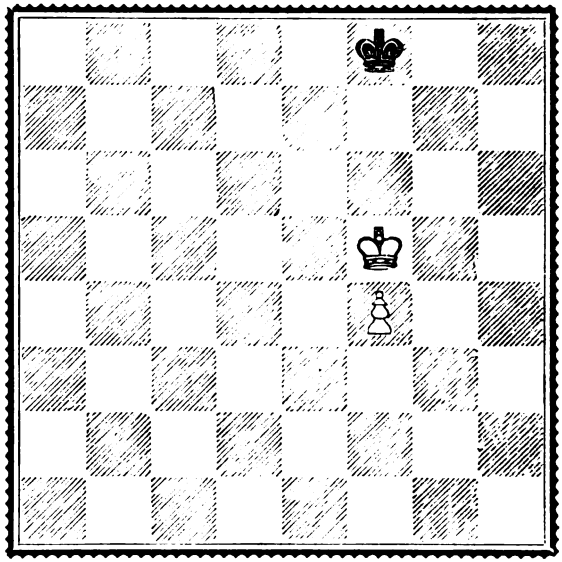

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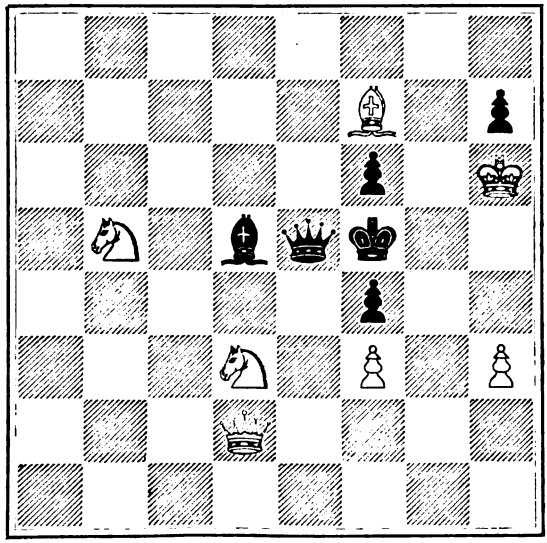
THE CHESS JOURNAL.

LXXX. OCTOBER, 1877. NO. 80.

Problem No. 13. From the Detroit Free Press.

By Mrs. Ella Spencer, Richmond, Ind. Respectfully inscribed to T. P. Bull, Esq.



White to play and mate in two moves.

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LXXX. OCTOBER, 1877. NO. 80.

CHESS NOTATION.—We use in this Journal the American Notation or abbreviation, viz: K for king, roi, rex or koenig; Q for queen, dame or regina; R for rook, castle or tour; B for bishop, fou, laufer or alfiere; S for sir-knight, springer or cavalier; P for pawn, pedona, bauer or pion.

Tourney No. Six. Problem No. 67.

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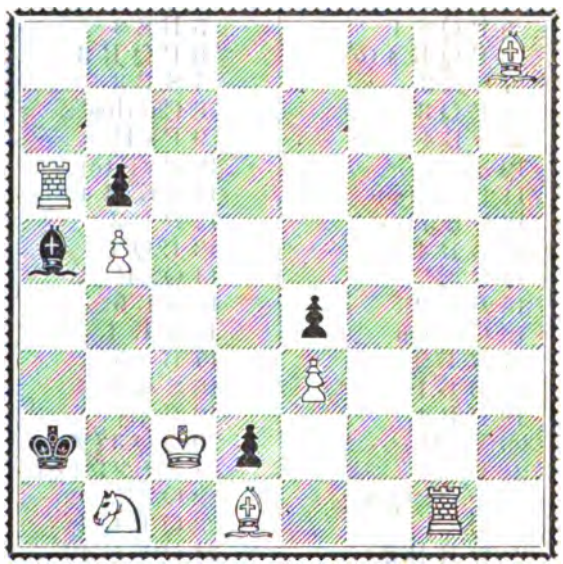

WHITE.

White to play and mate in three moves.

Chess in Chicago.

August 24th Max Judd, while returning to St. Louis from an eastern trip, stopped for a day in Chicago, and contested the following off-hand game, being, we believe, the only one he played there on this occasion. The next week, however, he contested another game with Mr. Hosmer, which he won.

GAME No. 698. (King's Gambit Declined).

Hosmer.	Judd.
1 P K 4	1 P K 4
2 P K B 4	2 B B 4
3 K S B 3	3 P Q 3
4 P Q B 3	4 Q S B 3 (*a*)
5 P Q S 4	5 B S 3
6 P Q R 4 (*b*)	6 P Q R 3
7 S R 3	7 S B 3
8 P Q 3	8 Castles
9 S B 4	9 P×P
10 S×B	10 P×S (*c*)
11 B×P (*d*)	11 S K R 4
12 B S 5 (*e*)	12 P B 3
13 B R 4	13 P Q 4
14 P×P	14 Q×P
15 B K 2	15 S B 5
16 Castles	16 R K 1
17 R B 2	17 B S 5
18 B B 1	18 S K 4
19 P B 4	19 B×S
20 P×B	20 Q Q 3 (*f*)
21 B S 3	21 K S×P (*g*)
22 Q B×Q S	22 Q×B
23 B×S	23 Q R Q 1
24 Q R R 2	24 Q K S 4+
25 K R 1	25 R K 6
26 Q R Q 2	26 Q K 4

27 B K 4	27 R K 1
28 R Q 8	28 R K 8+
29 Q×R	29 R×R
30 R K 2	Resigns.

a] 4 —— B K S 5 is usually played here, but as White obtains command of about two-thirds of the board in that variation, and in our opinion has a little the best of it, the move in the text is admissible.

b] We prefer the customary course of 6 P Q S 5, for if then Q S K 2, White may safely win the K P.

c] White's manœuvres with the Q S have resulted in breaking up Black's centre pawns badly, but meanwhile Black is developing his game and preparing for an attack, which is more than an equivalent.

d] Black could not defend his pawn on B 5; White, therefore, should have played B K 2 and castled, placing his King in safety.

e] To 12 B Q 2 or K 3 Black may reply 12 —— P B 4.

f] This weak move results in giving White the better game. The proper play was, 20 —— Q Q 5; if then, 21 B S 3, K SxP, and White cannot win a Springer, for if 22 P B 4, SxR, 23 QxQ, S ch, and if 22 K S 2, S B 5 ch.

g] This throws away a piece, but White's pawns can now be defended, and the passed Q P will be difficult to stop. Mr. Judd is not in the habit of breaking down so suddenly; on the contrary, when he gets an advantage he hangs on to it with the tenacity of an office holder.

GAME No. 699. (Irregular Opening).

Contested in the Handicap Tournament of the Chicago Chess Association, deciding the first and second prizes, June 25, 1877.

Becker.	Arensburg.
1 P K 4	1 P Q B 3
2 P Q 4	2 P K 3
3 P K B 4	3 P Q 4

4 P×P	4 B P×P
5 K S B 3	5 P K B 3 (*a*)
6 B Q 3	6 S B 3
7 P B 3	7 S K R 3
8 Castles	8 S B 2
9 Q K 2	9 B K 2
10 S Q 2	10 Q B 2
11 S S 3	11 B Q 2
12 B Q 2	12 P Q R 3
13 P B 4	13 P×P (*b*)
14 B×B P	14 Q S Q 1
15 Q R B 1	15 Q S 3
16 B R 5	16 Q R 2
17 K R 1	17 P Q S 3
18 B Q 2	18 P Q S 4
19 B Q 3	19 B B 3
20 S B 5	20 K B×S
21 ×B	21 B×S
22 Q×B	22 Castles
23 K R Q B 1	23 R S 1
24 B K 3 (*c*)	24 Q Q 2
25 R B 7	25 Q Q 3 (*d*)
26 R R 7	26 P K 4 (*e*)
27 Q K 4	27 P S 3
28 Q P×P	28 Q K 3 (*f*)
29 B Q 4 (*g*)	29 P×P
30 B×P	30 S×B
31 Q×S	31 Q×Q
32 P×Q	32 R K 1
33 K R B 7 (*h*)	33 R×P
34 R K S 7+	34 K B 1
35 K S 1	35 R B 1
36 R×K R P	36 R B 8+
37 K B 2	37 K S 1
38 K R Q 7	38 R K 1

39 B×K S P and wins.

a] Not to be commended, principally because it leaves the K P in a weak position.

b] Not so good as castling; the move made gives White a good attack at once.

c] Black's game is extremely cramped, and he cannot free himself, so White need be in no hurry to push the attack.

d] If 25 —— Q Q 4, White can exchange Queens and then win the Q P by R Q 7.

e] Assisting White's attack.

f] White threatened B B 5.

g] 29 PxP, QxQ, 30 BxQ, R K 1, would lose one of the Bishops.

h] White has an easy win now.

GAME No. 700. (The Evans Gambit).

From The Westminster Papers.

We are indebted to Mr. John A. Douglas, of New York, for the following variations arising in the "Richardson" attack of this favorite opening:

1 P K 4	1 P K 4
2 K S B 3	2 Q S B 3
3 B B 4	3 B B 4
4 P Q S 4	4 B×P
5 P B 3	5 B R 4
6 Castles	6 K S B 3
7 P Q 4	7 Castles
8 S×P	8 S×K P

For variation springing from 8 SxS, see analysis by Jas. Mason in DUBUQUE CHESS JOURNAL.

9 S×K B P	9 R×S
10 B×R+	10 K×B
11 P Q 5	11 S K 4

Mr. Richardson moves this S K 2.

12 Q R 4 or (A)

White has two other modes of recovering his piece, viz: 12 Q Q 4, and 12 Q K 2, both of which, however, appear to be inferior, (See II. and III.) He may also play 12 Q R 5 ch, as in (A) and obtain a very embarrassing attack, but in that case, we think Black can retain the piece, and come out with a winning game.

	12 B×P
13 S×B	13 S×S

The situation here is identical with that in Mr. Richardson's attack, with the exception of the position of Black's Q S, which, standing at King's second square, enables White to play, 14 Q B 4 with almost decisive effect.

14 Q B 2 or (B)	14 S×Q P or (C)
15 Q K 4	15 P Q B 3
16 Q×S	16 P Q 3
17 Q S 3	17 Q B 3

We believe Black can now maintain his pawns and develop his Queen's flank, having the superior game. If 18 B R 3, Black can reply 18 S B 4 ch followed by 19 P Q S 3. Should he venture 19 P Q 4 instead, the game might proceed as follows:—

20 K R K 1	20 B K 3
21 Q R S 1	21 P Q S 3
22 B S 2	22 P Q 5
23 R K 4	23 P S 4
24 B×P, &c.	

Instead of 14 SxQ P, as above, should Black play 14 S B 6 ch, as in (C) he cannot do more than draw.

(A.)

12 Q K R 5+	12 Q S S 3
13 P Q 6	13 P Q B 3

14 Q B 5+	14 S B 3
15 Q B S 5	15 P Q S 4
16 R K 1	16 P K R 3

and Black seems to be safe. If—

17 P R 4	17 P×B
18 P×P	18 Q B 1
19 P×S	19 Q×P
20 P×P dis+	20 S×P, &c.

(B.)

14 Q S 3	14 S K 7+
15 K R 1	15 S×B
16 Q R×S	16 P Q 3
17 Q B 2	17 P K R 3
18 Q×P+	18 Q×Q
19 R×Q+	19 K B 3
20 K R Q B 1	20 B B 4
21 R×Q S P	21 S Q 6
22 K R B 7	22 P S 3
23 R×R P (a)	23 R×R
24 R×R	24 S×P+
25 K S 1	25 S Q 6, &c.

(a)

23 P B 3	23 S B 4
24 R×R P	24 R S 1

And Black should win.

(C.)

14 Q B 2	14 S B 6+
15 P×S	15 S×Q P
16 Q×R P	16 Q B 3
17 B S 2	17 Q S 3+
18 Q×Q+	18 K×Q
19 K R 1	19 K B 2

20 R S 1	20 P S 3
21 R S 4	

If 21 R S 5, P Q B 3, and White cannot double his Rook on the Springer's file with advantage.

	21 P Q 3
22 R R 4	22 B K 3
23 R R 7+	23 S B 1
24 B S 7+	24 K K 3
25 B S 2 dis+	

and the game will be drawn; for if 25 Q R K 1, or 25 Q R S 1, Black will obtain the better game by 25 R K 1.

(II.)

12 Q Q 4	12 Q R 5
13 Q×Q S (A)	13 B Q 3
14 Q B 4+	14 Q×Q
15 B×Q	15 B×P
16 S×B	16 S×S

And Black will remain with two pawns against its exchanges.

(A.)

13 R K 1	13 S S 5
14 R×S (a)	14 Q×R P+
15 K B 1	15 Q R 8+
16 K K 2	16 S B 3

with the better game.

(a.)

14 Q×S	14 Q×R P+
15 K B 1	15 S B 3
16 Q K 7+	16 K S 3
17 R K 3 (if)	17 P Q 3
18 R S 3+	18 B S 5, &c.

(III.)

12 Q K 2	12 Q R 5
13 P S 3 (A)	13 Q R 6

14 Q×S	14 P Q 3
15 B B 4 (B)	15 B B 4
16 Q S 2	16 Q R 4
17 B×S	17 B K 6
18 Q K 4	18 B×R
19 K×B	19 R K 1

with the better game.

(A.)

13 P B 3	13 S×Q B P
14 Q×S	14 P Q 3
15 Q S 5	15 S K 7+
16 K R 1	16 Q Q 5

And the game appears to be all in Black's favor. Instead of checking with S at 15th move, Black may exchange Queens, and afterwards capture the Q P, with a very fair game.

(B.)

15 Q B 4+	15 B B 4
16 Q S Q 2 (a)	16 P S 4
17 Q K 3	

If 17 QxP, BxP and wins.

	17 S S 5
18 S B 3	18 S×Q
19 S×P+	19 K S 1
20 S×Q	20 S×R
21 S×S	21 B×S+and wins

(A.)

16 R K 1	16 P S 4
17 Q K 3	17 B S 3
18 Q K 2	18 S S 5
19 Q K 7+	19 K S 1
20 Q×P+	20 B S 3 and wins

If 21 Q R 4, Black mates in three moves.

PROBLEM DEPARTMENT.

Conducted by F. M. Teed, P. O. Address, 352 West 15th St., New York, N. Y.

☞ All correspondence and contributions for this Department should be addressed as above, except Solutions to published Problems, which, until further notice, should be sent to CHESS JOURNAL, P. O. Box 2157, Dubuque, Iowa.

To Correspondents.

M. FAYSSE, PERE.—We find two solutions to one of your two-movers, 1 B K 2 and 1 S K B 4 ch. The other is rather simple, and the White Rook is entirely superfluous.

G. REICHHELM.—Most of the CURIOSA are unsound. Can you not send some more DIRECT problems? Mr. Davidson's No. 5 was highly spoken of by several good judges.

F. W. MARTINDALE.—We publish the pretty three-mover, and return the other problems by mail.

X. HAWKINS.—It's an old trick, but a good one, and we "guess" that somebody may be "stuck" by it. Can't you stir up friend Peter, and induce him to send us a problem or two? Mr. Crane solves your No. 11 by 1 S K B 8.

C. H. WHEELER.—Examination has proved too much for the re-dedication to F. W. M., and it is badly dam-

aged, if not past all surgery. Several of your problems have passed, however, and will appear in due course.

W. H. RHAUN.—No. 14 has received several compliments.

R. H. SEYMOUR.—Would be pleased to Seymour of your problems on our file.

W. R. HALE.—Can you send another as good as No. 17?

J. N. BABSON.—We liked one of your two-movers so much that we have transferred it to the JOURNAL. How is the photographic board progressing? Has it bored you out of the "Globe?"

JOHN G. NIX.—We had already rejected the four-mover, on account of a solution in THREE moves. No. 17 cannot be solved by 1 Q Q 1 ch, as Black can play 1 K B 3, and if 2 P K 4, then reply 2 P Q 3, and thus defeat mate. The other move suggested is correct.

C. C. KANAGA.—Mr. Bull sends us a problem by Mrs. Ella Spencer, published in the Detroit Free Press, Aug. 16, 1876, from which your No. 13 is evidently a flagrant copy.

T. P. BULL.—Mr. K. took the wrong Bull by the horns, didn't he? Perhaps he considered himself at liberty to plagiarize from a "FREE Press," but you are evidently too wide-awake for Bull-dozing. Thanks for the problem, which is filed for examination.

AN INQUIRER.—The principal reasons for using S instead of Kt are: 1st. Clearness. K and Kt are very frequently confounded, especially in MSS., and this is avoided by using S. 2d. Conciseness. The symbol Kt requires two letters, while S requires but one. For other reasons, see this JOURNAL for October, 1873. We fail to perceive where any one of average mental capacity can encounter an "insurmountable difficulty" in the use of this Notation, and hence should infer ———.

No. 22. By O. F. Jentz.

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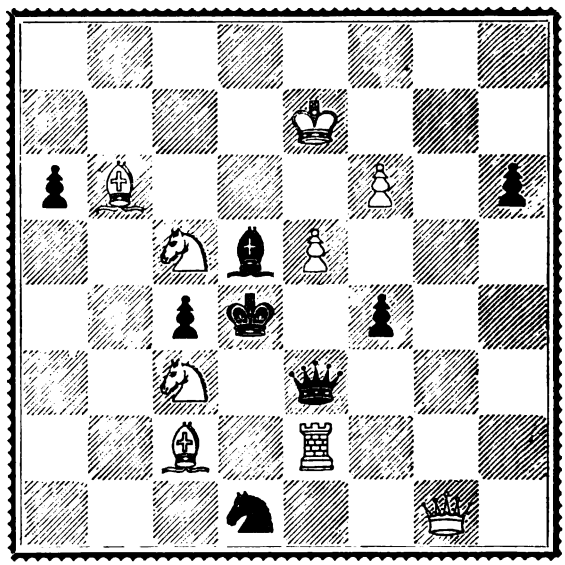

WHITE.

White to play and give mate in two moves.

No. 23. By C. H. Wheeler.

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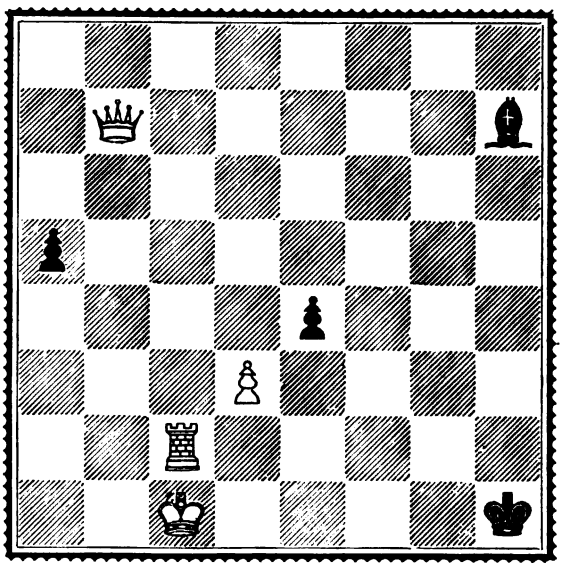

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White to play and give mate in two moves.

No. 24. By John G. Nix.

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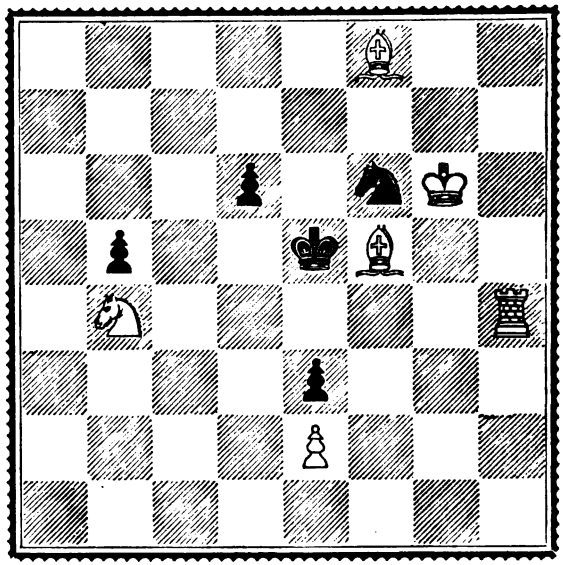

WHITE.

White to play and give mate in two moves.

No. 25. By Joseph N. Babson.

From the Boston Globe.

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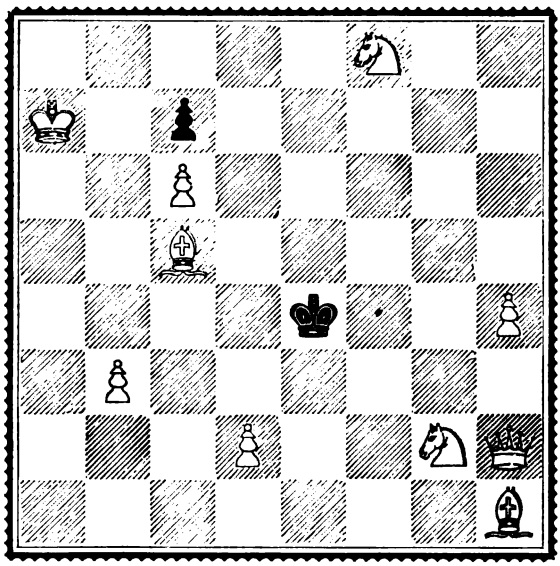

WHITE.

White to play and give mate in two moves.

No. 26. By W. A. Shinkman.

From the Cleveland Voice.

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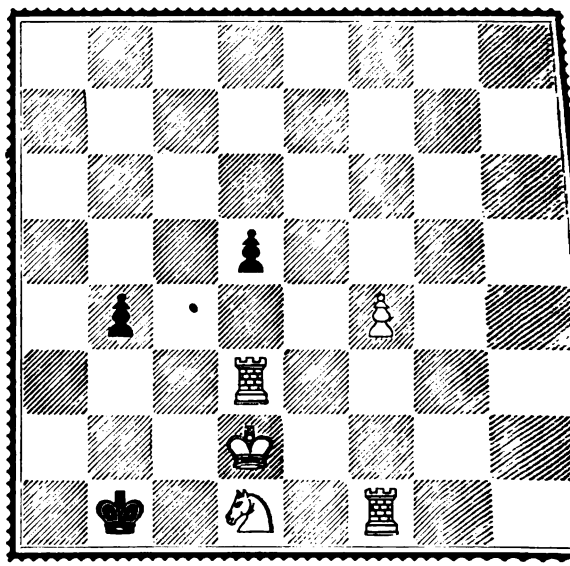

WHITE.

White to play and give mate in three moves.

No. 27. By R. H. Seymour.

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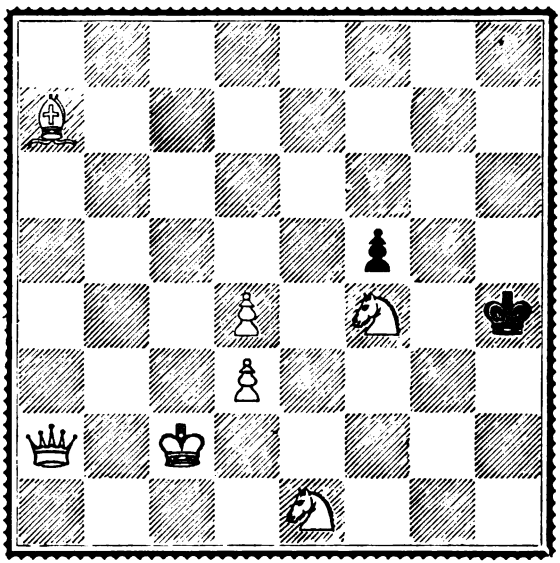

WHITE.

White to play and give mate in three moves.

No. 28. By F. W. Martindale.

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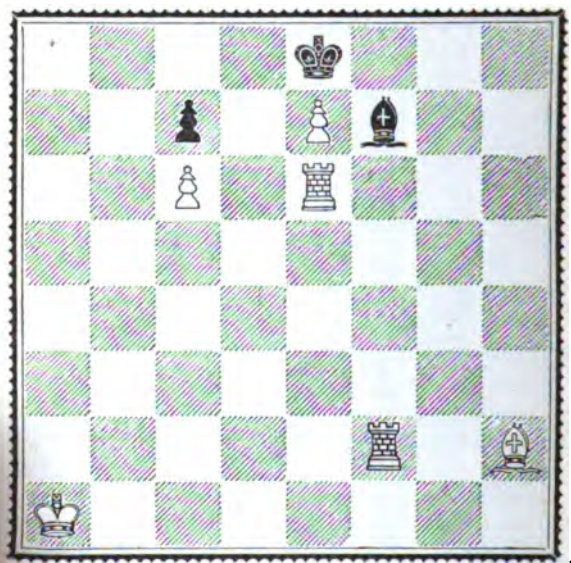

WHITE.

White to play and give mate in three moves.

No. 29. By E. Barbe.

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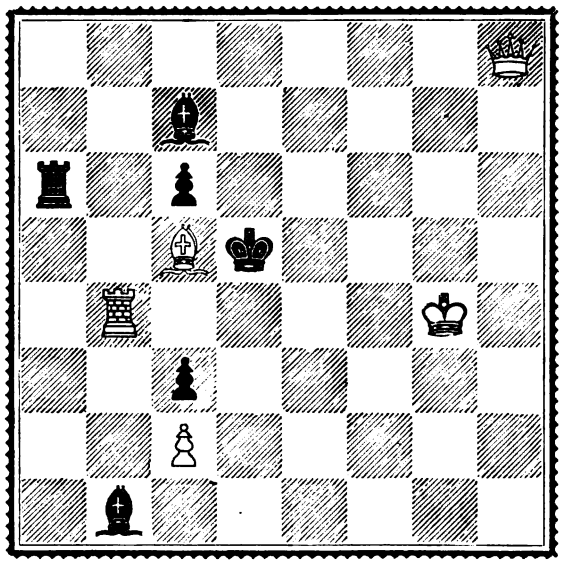

WHITE.

White to play and give mate in three moves.

No. 30. By X. Hawkins.

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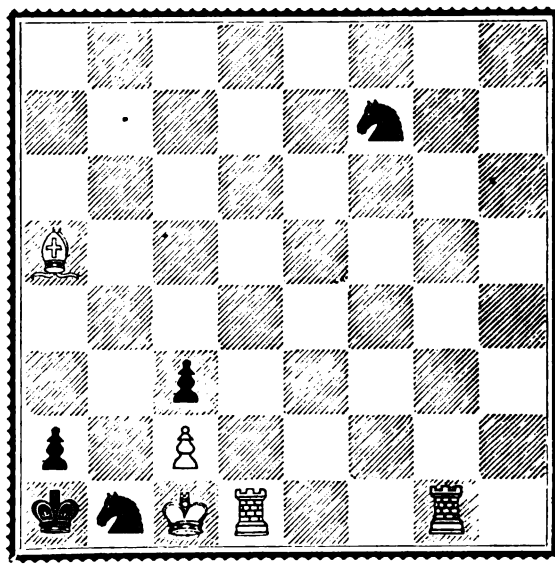

WHITE.

White to play and give mate in four moves.

No. 31. By the late T. M. Brown.

We believe that the following fine composition has never been published.

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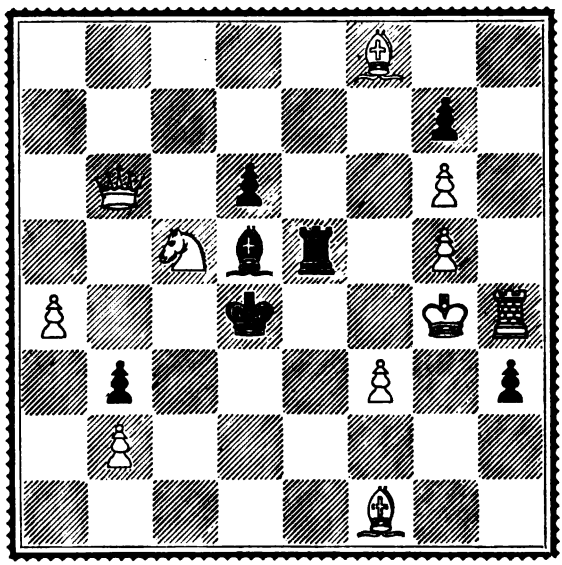

WHITE.

White to play and compel self-mate in seven moves.

Chess Items.

A new and lively chess resort with H. E. Bird as the leading spirit, has been established at the Café Logeling, 49 Bowery, New York.

Sam Loyd suggests that the symbol S might be used for *Sir* or Sir-Knight, more appropriately than for *Springer*. For this happy thought we thank Sir Samuel very sincerely.

E. Barbe, the well-known chess enthusiast, writer and problemer, is paralyzed from head to foot, being unable to move any limb. M. Faysse is a sufferer in a similar but fortunately less degree.

G. H. D. Gossip, the well known author of *Gossip's Manual of Chess*, is about to issue a new work on the *Theory of the Chess Openings* H. E. Bird, another chess author and very brilliant player, promises us a speedy appearance of his new book on *Chess Openings*. Both of these works are very much needed by sensible chess amateur players, and should meet with a rapid sale.

Solutions to Regular Problems.

1369 Le temps est courte ame triste et souffrante.
Your time is short, oh! sad and suffering soul.

1370 In two moves by 1 Q K 5

1371 1 B K S 6 K×S 2 Q K R 5

1372 1 Q Q S 3 or 1 K B 6

1373 1 K Q B 5 or 1 Q Q R 3+

1374 1 S×Q P Q B P×S
2 Q Q B 7 P Q B 5
3 K Q 2 P Q B 6+ 4 Q×P±

Teed's Problem Department.

1	B Q 5	2 P K 4	
3	B K R 5	4 R K 5	
5	1 Q K S 1	R S 7+	2 K R 8
6	1 B Q 4	P×B	2 R R 1
	———	P B 5+	K×S P
7	1 S K B 6	R×Q P	
	2 Q Q R 8	R×K P	3 Q K R 8
	1 ———	R×S	
	2 S×R+	K×P	3 Q Q 8+
8	1 K K 2	B Q 4	
	2 R K B 3	B×R+	3 K×P

9	1 Q S 7+	24 Q S 1+
	2 Q Q 4	25 Q S 7+
	3 Q S 1+	26 Q Q 4
	4 Q S 7+	27 Q S 1+
	5 Q Q 4	28 Q S 7+
	6 Q S 1+	29 Q Q 4
	7 Q S 7+	30 Q S 1+
	8 Q×P+	31 Q S 7+
	9 Q S 1+	32 Q Q 4
	10 Q S 7+	33 Q S 1+
	11 Q Q 4	34 Q S 7+
	12 Q S 1+	35 Q Q 4
	13 Q S 7+	36 Q S 1+
	14 Q Q 4	37 Q S 7+
	15 Q S 1+	38 Q Q 4
	16 Q S 7+	39 Q S 1+
	17 Q×P+	40 Q S 7+
	18 Q S 1+	41 Q×P+
	19 Q S 7+	42 Q S 1+
	20 Q Q 4	43 Q S 7+
	21 Q S 1+	44 Q Q 4
	22 Q S 7+	45 Q Q 1 mates
	23 Q Q 4	

This problem can be shortened somewhat by—

1	2	3	4
Q S 7 ch	Q S 1 ch	Q Q 4 ch	P R 3!
R S 7	R S 8	R S 7	

thus stopping several moves of Black's K R pawns.

Solution List.

R. H. Seymour, of New York	200	Problems
C. H. Wheeler, of Illinois	196	"
F. W. C. Crane, of New Jersey	194	"
L. W. Mudge, of New Jersey	176	"
W. R. Hale, of South Carolina	113	"
Louis Boisot, of Iowa	110	"
J. G. Nix, of Tennessee	74	"
W. H. Rhaun, of Pennsylvania	31	"
Emanuel Barbe, of Illinois	28	"
L. T. Brown, of New Jersey	9	"
C. F. Conrad, of Pennsylvania	7	"
C. F. Stubbs, of New Brunswick	5	"

All others as per previous lists.

☞ The prize for this No. 80, five dollars in any thing from our Exchange List, is hereby awarded to R. H. Seymour, 29 Rose St., New York. His score is now cancelled, and the others remain to be added to the solutions given in our next number.

TO CORRESPONDENTS.

337. We have no books on hand except those advertised on the cover of the JOURNAL. You can obtain the book you want by sending direct to Veit & Co., Leipzig, Germany.

TO CORRESPONDENTS.

901. There was no August, 1877, number of the JOURNAL, but you will receive 12 numbers for your annual subscription.

881. It is impossible for us to recommend the best chess book for you until you send us some specimens of your chess games.

873. Turn and twist all you please, but you can not find a better notation than the *American Notation* used by us, e. g.:

K	Q	R	B	S	P
King.	Queen.	Rook.	Bishop.	Sir-Knight.	Pawn.

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THE CHESS JOURNAL.

LXXXI. NOVEMBER, 1877. NO. 81.

No. 1378. By Fred Thompson, Derby, England.

From the Amateur World. Sent in competition for the prize offered by J. Watkinson, Esq.

BLACK.

WHITE.

White to play and mate in four moves.

PUBLISHED BY

O. A. BROWNSON.

(TO WHOM ALL ORDERS SHOULD BE ADDRESSED.)

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Brownson's Chess Journal

LXXXI. NOVEMBER, 1877. NO. 81.

Miller and Shultze Gambit.

From the Chess Department of the Sunny South, of Atlanta, Georgia.

1 P K 4	1 P K 4
2 S K B 3	2 S Q B 3
3 S Q B 3	3 S K B 3
4 S×K P	4 S×S
5 P Q 4	5 S K S 3
6 P K 5	6 S K S 1

This Gambit is in vogue with the strong players of Leipzig, and is well calculated to finish a weaker antagonist in a short time. The attack can soon be broken by the following and best defence, which is, however, quite difficult to discover:

7 K B Q B 4!	7 P Q B 4!
8 Q K B 3	8 P Q 4!
9 P×P *en pass*	9 S K B 3!

Of course not 9 —— Q K B 3, 10 Q K 2 ch, K Q 1, 11 S K 4, QxQ P, 12 B K 3, Q K 4, 13 Castles Q R, and White has a strong attack.

10 Q K 2+	10 K Q 2

And Black's development cannot be retarded. Another defence against this rash but nevertheless dangerous attack, is—7 —— P Q 4, 8 BxQ P, P Q B 3, etc., which seems defective, because White too soon recovers two pawns for the sacrificed piece.

Problem No. 1377. End Game.

The position below occurred in the recently finished Handicap Tournament of the Chicago Chess Association, Mr. Adair giving Q S to Mr. Pfannstiel:

PFANNSTIEL.

ADAIR.

White's move.

20 B S 4	20 Q Q 2
21 B×B	21 B Q 4
22 Q S 4	22 Q R K 1
23 B S 5	23 Q S 5
24 Q R×P+(*a*)	24 K×R (*b*)
25 B B 4+	25 K B 1 (*c*)

and White mates in five moves.

a] A case of desperation.

b] It took Mr. Pfannstiel about ten minutes to do i but he did it. 25 —— K S 1 was the proper and qui safe move.

c] 25 —— K Q 1 was better; White would contin 26 Q R 5 ch, &c.

For Beginners and Young Players.

GAME No 701. (Odds Q vs. Blindfold).

In the following game the first player gives the odds of the Queen (which remove before commencing the game), to the second player, who plays without sight of the board and men:

Brownson.	Russell.
1 P K 3 (*a*)	1 P K 4 (*b*)
2 P Q 3	2 P Q 4
3 S K 2	3 B K 3 (*c*)
4 S Q 2	4 S Q 2
5 S K S 3	5 S K 2
6 S Q S 3	6 P Q R 4 (*d*)
7 B Q 2	7 P Q B 3 (*e*)
8 B K 2	8 P Q R 5
9 S Q B 1	9 P Q S 4 (*f*)
10 P Q R 3	10 K S K S 3 (*g*)
11 Castles	11 B Q 3 (*h*)
12 P K B 4 (*i*)	12 P K B 3 (*j*)
13 P K B 5	13 B×K B P
14 S×B	14 S Q S 3 (*k*)
15 S×K S P+	15 K K B 1 (*m*)
16 S K 6+	Resigns.

a] The player giving heavy odds like the Queen, should aim at a steady development in a close game.

b] The receiver of large odds should open out boldly, attack as soon as possible, and force exchanges as early in the game and as often as he can.

c] A very poor move, being purely defensive, guarding against an imaginary contingency. B Q 3 or B Q B 4 or P Q B 4 would have been move in accordance with note b, and common sense.

d] This, like his first and second moves, was well played.

e] Unaccountable; P Q R 5 at once would drive the Springer away, and then P Q R 6 would force an ex-

change and give room for the Black Rook to come forth, or cramp White exceedingly. P Q 5 here instead of P Q B 3 would force an exchange and open out Black's game.

f] This is playing in opposition to the plan advised in note b, and White profits by these inoffensive moves to get his house in order.

g] K S K B 4, instead of the move made, prevents the opponent from castling at present without submitting to a disastrous exchange.

h] Well played, being stronger than it looks.

i] A bold sortie, that Black's blundering reply makes the beginning of victory.

j] The blindfold player did not see that 13 P K B 5 would win a piece here, while 12 —— PxP, instead of the move made, would, if followed by P K B 4, have saved the piece.

k] Black forgets that he, not White, should force exchanges.

m] Demoralized and panic struck.

The following continuation is offered to beginners in chess as a profitable and instructive study:

	15 K K 2 (1)
16 B K S 4 (2)	16 R K S 1 (3)
17 S K B 5+	17 K K B 1 (4)
18 P K 4 (5)	18 B Q B 4+(6)
19 K K R 1	19 P×P
20 B K R 6+	20 K K B 2
21 B K R 5	21 P×P (7)
22 S×Q P	22 B Q 5
23 Q R Q 1	23 Q S Q 2 (8)
24 P Q B 3	24 B Q S 3
25 S K R 4	25 Q R Q B 1 (9)
26 S×K P+	26 K K 3 (10)
27 Q S×Q S	27 Q Q B 2 (11)
28 B K S 4+	28 K K 2

29 S K B 5+	29 K K B 2
30 S Q 6+	30 K K 2
31 S×K B P	31 Q×S
32 S×R+	32 R×S
33 B K S 5+	33 K K 1
34 R×Q	34 R K S 2
35 R×Q B P	35 S K 2
36 B K R 5+	36 K Q 2
37 R×B	37 R×B
38 B K 2	Resigns.

1] If 16 S K B 5 ch, the King passes to the Queen's side of the board, and then concentrates everything for a direct attack on White's right flank.

2] To prevent the King's escape.

3] Correct play. Attack when you can.

4] If K Q 2, White wins the exchange by S K R 6 discovers check.

5] To bring the Queen's Bishop into action.

6] S K B 5 was worthy of consideration here.

7] This move we cannot approve, as it brings the Q S into play at once and unlocks the Q R. If 21 —— Q S Q 4, followed by —— S K B 5, etc., the attack might be turned, and Black gain time to develop his superior forces. Even P K 6 would be better, we think, than the move made.

8] Not quite equal to Q S Q 4, but White's plans are deep.

9] If B Q B 2 here, White may move S Q B 5, but this need not terrify Black, since SxS, RxQ, Q RxR leaves him with a safe game, the exchange and a pawn ahead.

10] Better even now SxS. See last note.

11] Demoralized. SxS is better. After this move of the Queen, there is no longer hope for Black.

Misplaced Confidence.

From the Adelaide Observer.

Meeting my old schoolfellow, Bob Templeton, the other day, and both of us being fond of the "noble game," we determined to pay a visit to Captain Peppercorn, who is reported the best player in this district, and challenge him forthwith. He received us politely, but evidently seemed to regard us as rather "weak," and not quite foemen fit for his steel; but at last he agreed to play us both at once, that is, we were to have a separate board at one end of the room and consult together, while he sat apart. Having seated ourselves at opposite ends of the room, play commenced by the Captain moving

1 P K 4

We, thinking ourselves fully a match for him, did the same.

1 P K 4

He said he was glad we met him in such an open and gentlemanly manner, and did not hide behind such cover as P K 3. He replied with

2 S K B 3

Bob here wanted to play P Q 4, in order to do something dashing, but more prudent counsels prevailed, and so we played

2 S Q B 3

He called out

3 B B 4

We as gallantly followed suit—

3 B B 4

The Captain now alarmed us with

4 P Q S 4

An Evans. "By Jove, we are in for it now," said I, "for the Captain is a slasher at the Evans." "Who's afraid? take the hungry little pawn," said Bob, so we took it.

4 B×P

5 P Q B 3

Now the question was, where should we place our Bishop. Considering, however, that if we placed it on B 4 we should then have to play it back to S 3, we determined to go on that file at once, and so save time.

5 B R 4

6 P Q 4 6 P×P

7 Castles

Followed each other in quick succession. We now had a little breathing time, and resolved upon a "deep think." We at last decided, for various reasons, to make as original a move as possible, so we announced

7 K S K 2

"Eh, what's that?" said the Captain. We repeated the news. "Why, whoever heard of such a move as that?" said he. We assured him that we did not know. His peppery nature here got the mastery, and he wished to know if we meant to insult him with such a move; "he wasn't a chicken that we might try on any kind of antics with." I poured oil on the troubled waters by saying that we entertained the greatest respect for him, and had only done the best we could. "Well," said he, "that's bad enough," and moved

8 B×P+

Bent on getting all we could, we replied,

8 K×B

9 S S 5+ 9 K K 1

But we soon wished we had gone to S 1.

10 Q R 5+ 10 P K S 3

11 Q B 3

"Now," said Bob, "S K 4." "No," said I, "if we do he will play Q B 6 and get the piece back again," so we called

11 R B 1

This sent his Queen on her travels.

12 Q S 3

We now thought we could not do better than open out a little; therefore

12 P Q 3

In a few seconds the Captain announced

13 P K B 4

And we knew that the tug of war was approaching. We felt rather queer; didn't know what to do. We know now that we ought to have moved P K R 3, but we did not see it then, and all others seemed bad, so we determined on a waiting move in hopes of something turning up therefrom.

	13 P Q R 3
14 S×P	14 R B 2
15 S S 5	15 R B 1
16 B R 3	

Evidently meditating P K 5. Now we were in a fix, and no mistake. The only idea which seemed to promise an escape was to exchange Queens. We therefore moved

16 Q Q 2

But he put an extinguisher on it with

17 P K R 3	17 P Q 6

We had nothing better.

18 Q×P

Our case was now desperate; in fact, it could not be much worse. "Let's check," said Bob. "What good will that do?" quoth I. "It will ease our feelings," said he.

18 B S 3+

"Check be blowed," said the Captain.

19 K R 1

"How now?" said I. "Done brown," said Bob. "He is making a frightful example of us. We shall be hanged, drawn and quartered in next week's Observer." I proposed to follow Morphy's example and play one of the most unlikely moves on the board; so we played

19 R R 1

The Captain directly made it hot for us with

20 P K 5

Curiously enough the very move we had dreaded seemed to open to us a road out of our difficulties. We would exchange Queens; therefore,

20 P×P

Our disinterested offer was, however, declined. The Captain moved

21 Q B 3

Our politeness was such that we repeated the offer with

21 Q Q 4

Only to be again declined.

22 Q K 2

"Glory," cried Bob, "that's just the thing; we've got him." "How?" said I, "S B 4?" "No," said he, "if we do that he will play Q K 1 and we are diddled again; no, not that, but

22 B×P,"

he shouted. Bob was so eager over this move that he did not give me time to think, and I felt a little vexed; however, the more I looked at it the more I liked it, and I judged from various grunts, shuffling of feet, &c., at the other end of the room, that the Captain more and more disliked it. At last he seemed to see a way out, and announced

23 S B 3

Our reply was ready—

23 B S 5 dis+

His only reply was

24 S R 2 24 B×Q

25 R Q B 1

Now we played a regular trump—

25 B K B 6

With one move the Captain swept all the men from his board. "However could I be such an idiot," said he, "I ought to have moved Q S Q 2." We replied—"In that case we should have moved S K B 4." "Oh," he said, "that was nothing; he could easily have got out of that." We offered to show him on our board, but no, he had been a player long enough to know without being shown, he said, and went away in high dudgeon. We therefore ask your readers to decide between us.

PROBLEM DEPARTMENT.

Conducted by F. M. Teed, P. O. Address, 352 West 15th St., New York, N. Y.

☞ All correspondence and contributions for this Department should be addressed as above, except Solutions to published Problems, which, until further notice, should be sent to CHESS JOURNAL, P. O. Box 2157, Dubuque, Iowa.

To Correspondents.

H. F. L. MEYER.—We decidedly prefer Mr. Shinkman's position, but submit your version to our readers. The other problems are filed for examination. Your notation does not appear to be well received in this country. A friend remarks that the translation of but one diagram brought on a bad night-mare.

J. F. KING.—The problem is very creditable as the work of a beginner, but the same idea has been used before.

W. H. LYONS.—Answered by mail.

S. LOYD.—You would have the advantage in such a tournament as you propose, because the "mare" would immediately be "hoss-de-combat."

GEO. E. CARPENTER.—The problem was received just in time to be too late—for this number.

R. H. SEYMOUR.—Don't fail to continue the very full and complete review.

W. H. RHAUN.—We returned some diagrams, &c., by mail.

W. R. HALE.—The point is well taken, and we will submit it to the author of No. 8.

Everybody is invited to review.

Some interesting translations from the Schachzeitung are promised, and will soon appear.

Several foreign critics take exception to the award for the best two-mover, in the Centennial Tournament. Has it occurred to these gentlemen that the umpire's decision was, probably, determined by the COMPARATIVE merit of the problem? To make their case good, they will have to produce a better two-mover from the same competition.

Problems 40 and 41 were published in the Illustrated London News many years ago, and will be new to most of our readers. Staunton calls the former "a masterpiece of chess strategy.

Mr. Bird's new book, now in press, will contain several problems.

Solutions to the following problems will be given in the January No.:

No. 32. By W. H. Rhaun.

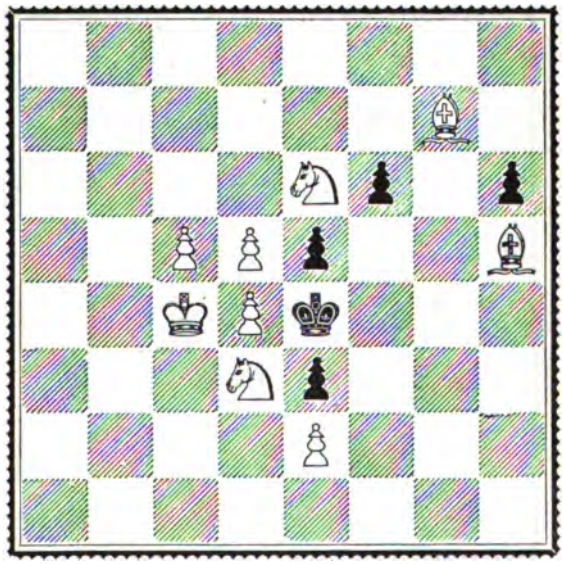
BLACK.

WHITE.

White to play and give mate in two moves.

No. 33. By O. F. Jentz.

BLACK.



WHITE.

White to play and give mate in two moves.

No. 34. By H. F. L. Meyer.

A version of Mr. Shinkman's Lebanon Herald Prize Problem.

BLACK.

WHITE.

White to play and give mate in two moves.

No. 35. By R. H. Seymour.

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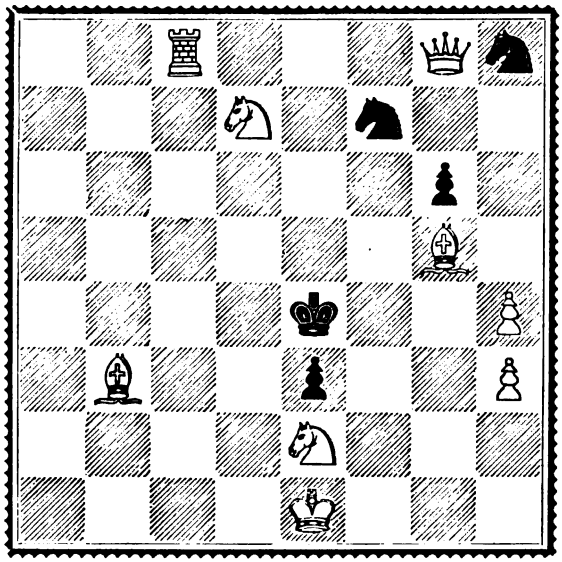

WHITE.

White to play and give mate in two moves.

No. 36. By F. M. Teed.

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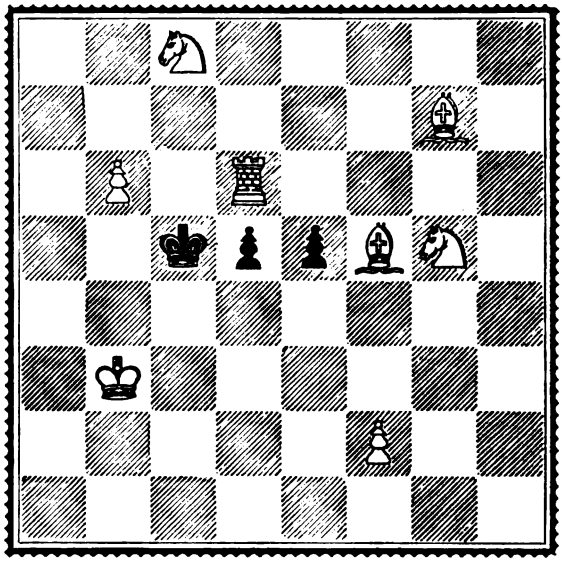

WHITE.

White to play and give mate in two moves.

No. 37. By Samuel Loyd.

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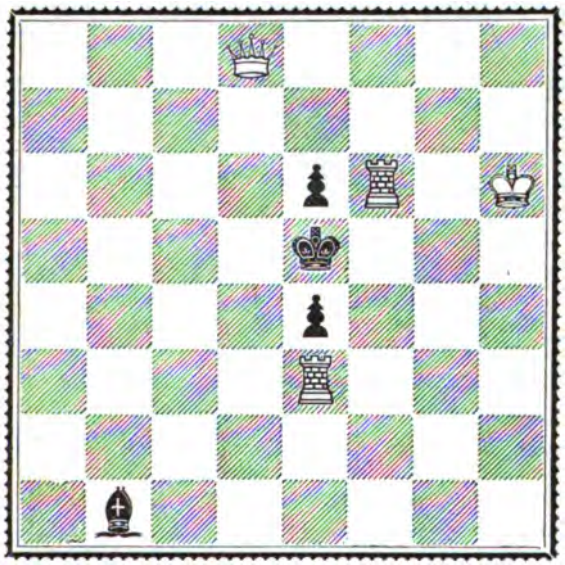

WHITE.

White to play and give mate in three moves.

No. 38. By C. H. Wheeler.

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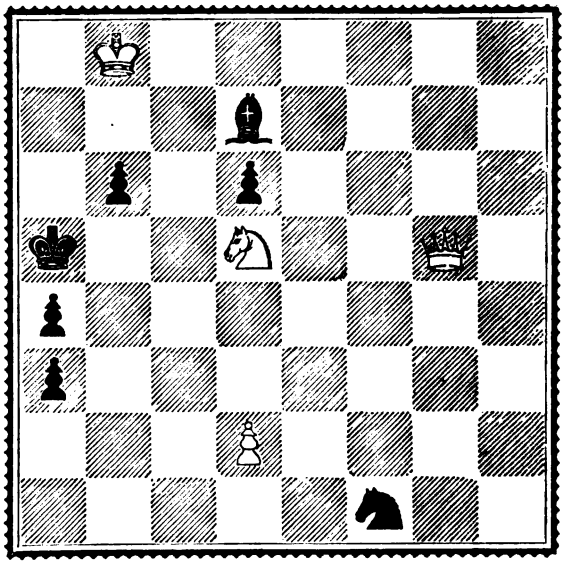

WHITE.

White to play and give mate in three moves.

No. 39. By T. P. Bull.

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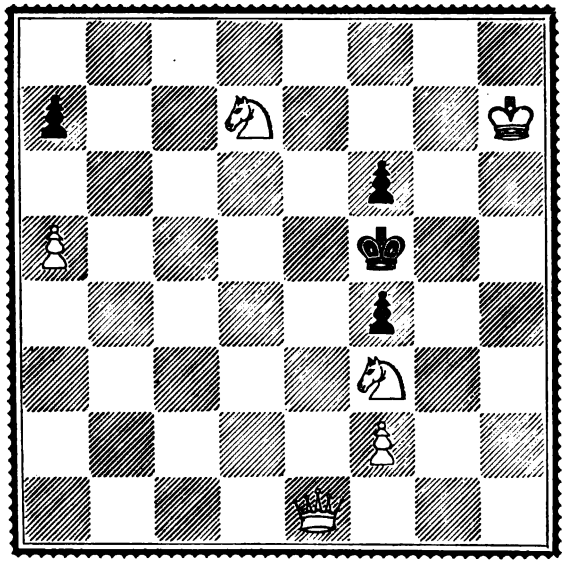

WHITE.

White to play and give mate in three moves.

No. 40. By the late Rev. H. Bolton.

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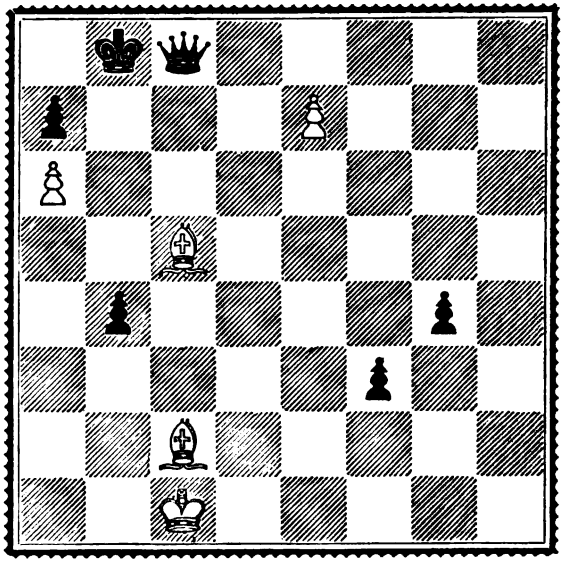
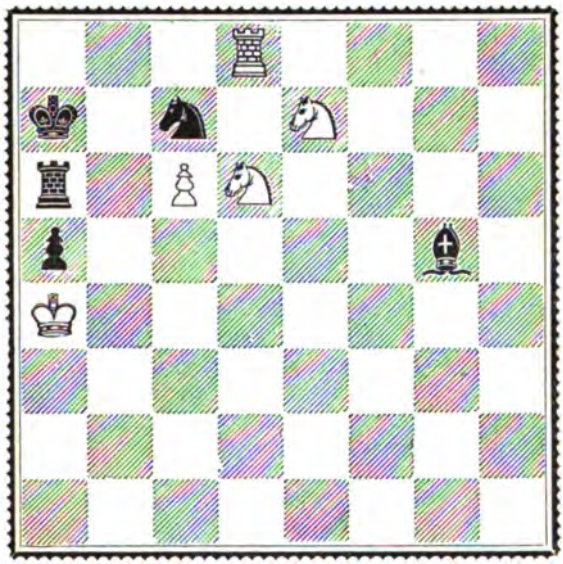


WHITE.

White to play and give mate in seven moves.

No. 41. By the late Rev. H. Bolton.

BLACK.



WHITE.

White to play and give mate in seven moves.

Solutions.

10 1 B Q 3 any 2 mates accordingly

11 1 R K R 6 or 1 S K B 8

12 S K B 8 13 Q K R 5 14 Q K 2

15 1 S K 8 P K B 7 2 R K 4+
——— B×R Q K S 3
——— B K 2 Q K S 3

16 1 P K B 8 (S) B K S 5 2 Q×B
——— B Q B—Q 2—K 3 or B 4 S×B

17 1 S K 4 P Q S 5 2 R K S 6
——— P×R Q K R 8
——— K×S R K S 5+
——— P×P Q Q 1+

18 1 R Q 5+ K×R 2 S×R

19 1 Q K R 1 1 Q Q B 1+!
2 K Q S 6+ 2 K Q S 1
3 Q K R 2+ 3 K Q R 1
4 Q K S 2+ 4 K Q S 1
5 Q K S 3+ 5 K Q R 1
6 Q K B 3+ 6 K Q S 1
7 Q K B 4+ 7 K Q R 1
8 Q Q R 4+ 8 Q Q R 3+
9 Q×Q+ 9 K Q S 1
10 Q Q S 7±

20 1 Q Q B 6 1 P Q 4
2 B K R 3 2 K K B 6
3 Q K B 6+ 3 B×Q±

21 1 R Q R 5+ 1 K B 2
2 P S 8 (B)+ 2 K K 1
3 B B 6+ 3 B×B
4 K R K 5+ 4 B K 2
5 R R 8+ 5 B×R
6 R×B+ 6 K B 1
7 R Q R 7+ 7 K K 1
8 Q B 8+ 8 K×Q
9 P B 7 9 B×R stale mate

Reviews—September Problems.

No. 10. Very fine. The position must be thoroughly analyzed before one discovers the key.—W. H. Rhaun. Like all Gilberg's compositions, this is a fine problem, although obvious on account of the defense, QxS, showing that White must avoid this pinning of his Q.—R. H. Seymour.

No. 11. Well intended, but unsound.—W. H. R. The author's solution, R R 6, is not apparent. The x-tra solution spoils a good problem. Fix it up, friend X.—R. H. S. Three solutions.—O. F. Jentz.

No. 12. Very neat. A similar position was published in the Free Press some time ago.—W. H. R Obvious, but neat.—O. F. J.

No. 13. A plagiarism, perhaps a "coincidence."—W. H. R. Is an idea original, when another problem is turned wrong side before, upside down or on the bias? Mrs. Spencer should sue Kanaga for appropriating her beautiful problem.—R. H. S.

No. 14. Difficult, and the first move seemingly a needless sacrifice. Variations very good indeed.—R. H. S.

No. 15. A very mild effort.—W. H. R. A fine composition. Mr. Mason is showing that a fine player can also be a good problemist.—R. H. S.

No. 16. A capital little problem.—W. H. R. This old idea is rather well carried out, and to a novice might prove difficult to discover. The Q B must be captured when going to Q 2 or K 3, and that is all there is of it.—R. H. S.

No. 17. "Jolly" little problem. P Q 3 defeats second solutions.—W. H. R. Mr. Hale has of late been turning out some fine problems, and this is no exception. The initial move would puzzle an expert.—R. H. S.

No. 18. After key move same idea as No. 12.—W. H. R. The best I have seen from the Doctor, and a good

two-mover after first move. Cannot the author make us a few problems without a check?—R. H. S.

No. 19. May puzzle, but not defeat.—W. H. R. The key is rather obvious, but quite puzzling afterward.—R. H. S.

No. 20. Quite novel, but not difficult.—W. H. R. Very difficult first and second moves, for a self-mate, and well constructed.—R. H. S.

No. 21. Another of Martindale's "stunners," for which he is noted anywhere up to 100 moves.—R. H. S.

Solutions to Regular Problems.

1375 O Lord, our God, bless all those we love.

1376 Eleven different solutions received. The following is the most artistic:

$$57\tfrac{3}{6}$$
$$42\tfrac{9}{18}$$

100

Solution List.

C. H. Wheeler, of Illinois.....	209	Problems
F. W. C. Crane, of New Jersey.....	208	"
L. W. Mudge, of New Jersey.....	190	"
W. R. Hale, of South Carolina.....	125	"
Louis Boisot, of Iowa	120	"
P. J. Doyle, of New York.....	97	"
J. G. Nix, of Tennessee.....	88	"
W. H. Rhaun, of Pennsylvania.....	42	"
Emanuel Barbe, of Illinois.....	35	"
C. F. Stubbs, of New Brunswick.....	9	"
A. D. Berry, of Illinois.....	2	"

All others as per previous lists.

☞ The prize for this No. 81, five dollars in any thing from our Exchange List, is hereby awarded to C. H. Wheeler, of Englewood, Illinois. His score is now cancelled, and the others remain to be added to the solutions given in our next number.

FIRST GRAND PROBLEM TOURNEY

OF THE

American Chess and Problem ASSOCIATION.

In offering its first Problem Tourney to the world the American Chess and Problem Association addresses the chess public with great confidence, feeling sure that any contest in this branch of our beautiful art is certain to be warmly welcomed and eagerly entered into by composers. The honors to be striven for in this tilt, depending as they do upon the liberality of competitors in joining the Association, promise to be great, as we anticipate such a roll of membership as shall enable the Association to announce the largest prizes ever before competed for in a Problem Tourney.

Let the editorial fraternity take up the cause with spirit and assist in securing a grand success.

THE PRIZES.

Six prizes are offered, to be apportioned from the receipts, as follows:

For the best original Problem of the Tourney.....25 per cent.
For the best set of three original Problems in 2 or 3 or 4 moves.....25 per cent.
For the second best set of three original Problems in 2 or 3 or 4 moves.....20 per cent.
For the third best set of three original Problems in 2 or 3 or 4 moves.....15 per cent.
For the fourth best set of three original Problems in 2 or 3 or 4 moves.....10 per cent.
For the fifth best set of three original Problems in 2 or 3 or 4 moves.....5 per cent.

Total.....100

CONDITIONS.

1. Competition open to the world, and will be free. But as the amount of the prizes will depend upon the receipts of the Association, competitors are invited to subscribe as members, thus becoming entitled to vote on all important questions, and to receive due notice of all meetings and tournaments of the Association. Fee one dollar.

2. No composer shall enter for competition more than one set of problems.

3. Each set must be entered under a motto, and may be sent to any chess editor in the United States, who will forward a correct copy to the Secretary. But it is suggested that composers send each problem of their set to a different chess publication. This will enable competition to begin at once, as it will not be necessary to wait until a set is completed. It will also more fairly distribute the honors of publication. In this case the sealed envelope superscribed with the motto and containing the author's name and address should be sent direct to the Secretary, J. B. McKim, Cleveland, Ohio.

4. Problems will be compared and rated upon the following basis:

	Faulty.	Bad.	Rather Poor.	Fair.	Good.	Very Fine.	Splendid.
Beauty of Idea	0	1	2	3	4	5	6
Neatness of Position	0	1	2	3	4	5	6
Merit of Construction	0	1	2	3	4	5	6
Difficulty of Solution	0	1	2	3	4	5	6
Total for best possible							24

5. The committee of award will consist of three members to be selected by the officers of the Association.

6. Competition will remain open until March 31, 1877, and entries may be mailed up to that time.

☞ To the foregoing programme we add, that to every person contributing winning problems to the above through this CHESS JOURNAL, we will give ten dollars in anything from our latest exchange list. Send the problems, without delay, to F. M. Teed, our Problem Editor, 352 West 15th St., New York.

THE CHESS JOURNAL.

LXXXII. DECEMBER, 1877. NO. 82.

No. 1379. From Wormald's Chess Openings.

BLACK.

WHITE.

White to play and give mate in five moves.

PUBLISHED BY

O. A. BROWNSON.

(TO WHOM ALL ORDERS SHOULD BE ADDRESSED:)

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Caroline, a Comedy	10
The Ten Squaws, a Play	10
Simpson, a Comedy	10
The School Master's Dream	10

Brownson's Chess Journal

LXXXII. DECEMBER, 1877. NO. 82.

CHESS NOTATION.—We use in this Journal the American Notation or abbreviation, viz: K for king, roi, rex or koenig; Q for queen, dame or regina; R for rook, castle or tour; B for bishop, fou, laufer or alfiere; S for sir-knight, springer or cavalier; P for pawn, pedona, bauer or pion.

Chess as it Is.

There is doubtless a vast difference between chess as it is practiced and chess, as it is represented in chess magazines. On the one hand a *chess journal* should show the chess of the day, its weak games as well as the games of the masters, and be in fact a faithful chronicler of the virtues and vices of its day and age. On the other hand, a great majority of chess critics cry out immediately a weak game appears in print, what worthless chess! what trash, etc., *ad nauseam*. Now, as we can not all be Philidors and Morphys, or even Duffeys and Meyers, yet as we can all enjoy the royal pastime, each according to his ability, taste and practice, so shall we, in this number at least, offer our readers some specimens of every day chess, and nothing extenuate and nothing in malice set down.

Chess in New York.

P. J. Doyle, the holder of the challenge cup, of the New York chess club, has lately been challenged by Mr. Cohnfeld. The score was, Doyle six games won, Cohnfeld one. The two following games were the second and third of the match:

GAME No. 703. (Hoboken Opening).

Contested September 30, 1877.

Doyle.	Cohnfeld.
1 P Q S 4	1 P K 4 (*a*)
2 B S 2	2 P Q 3
3 P Q B 4	3 B K 2
4 S Q B 3	4 P K B 4
5 P K 3	5 S K B 3
6 P Q 4	6 P×P
7 P×P	7 Castles
8 S K B 3	8 S K 5
9 B K 2	9 S Q 2
10 Castles	10 Q S B 3
11 P K R 3 (*b*)	11 Q K 1
12 P Q R 3 (*c*)	12 S×S
13 B×S	13 S K 5
14 Q B 2	14 Q S 3
15 B Q 3	15 B B 3
16 B S 2	16 R K 1
17 Q R K 1	17 B Q 2
18 R K 3	18 R K 2
19 B Q B 1	19 Q R K 1
20 P Q 5	20 P B 5 (*d*)
21 B×S	21 R×B
22 R×R	22 R×R
23 S Q 2	23 B B 4
24 Q Q S 3	24 R Q 5
25 K R 2	25 R Q 6
26 Q R 2	26 Q R 4

27 P B 3 (*e*)	27 Q R 5
28 S K 4	28 B×S
29 P×B	29 Q S 6+
30 K S 1	30 B K 4
31 Q K 2	31 P B 6 (*f*)
32 R×P	32 R×R
33 Q×R	33 Q K 8+
Resigns.	

a] P K 3 is probably a better reply to White's eccentric opening move.

b c] Lost time.

d] White should have guarded against this powerful advance, which gives Black a decided advantage.

e] To prevent Black from playing BxR P.

f] Irresistible.

GAME No. 704. (French Defense).

Contested October 6, 1877.

Cohnfeld.	Doyle.
1 P K 4	1 P K 3
2 P K 5 (*a*)	2 P Q 4
3 P Q 4	3 P Q B 4
4 B Q S 5+?	4 S Q B 3
5 B×S ?	5 P×B
6 P Q B 3	6 Q Q S 3 (*b*)
7 P K B 4	7 B Q R 3
8 S B 3	8 P×P
9 P×P (*c*)	9 S R 3
10 S B 3	10 S B 4
11 R Q S 1 (*d*)	11 B Q S 5
12 Q Q 2	12 P B 4
13 P Q R 3	13 B×S
14 Q×B	14 Q S 4 (*e*)
15 Q B 2	15 P×P
16 K B 2	16 P Q 6

17 Q Q 2	17 R Q B 1
18 S K 1	18 Q S 3+
19 K B 1	19 R B 7
20 S×R	20 P×S+
21 K K 1	21 P×R (Q)
Resigns.	

a] Leading at once to an inferior continuation of the attack.

b] Black has already a marked superiority of position, and the further advantage of retaining both Bishops.

c] Why not have taken with the Springer?

d] Here we should have played S K 2, but even P K S 4 would be preferable to this.

e] And must win.

GAME No. 705. (Musio Gambit).

Contested lately by correspondence by J. A. Belcher, of Providence, and Daniel Jaeger, of Newark.

Belcher.	Jaeger.
1 P K 4	1 P K 4
2 P K B 4	2 P×P
3 K S B 3	3 P K S 4
4 K B Q B 4	4 P K S 5
5 Castles	5 P×S
6 Q×P	6 Q K B 3
7 P K 5	7 Q×P
8 P Q 3	8 K B R 3
9 Q B Q 2	9 K S K 2
10 Q S B 3	10 Q S B 3
11 Q R K 1	11 Q K B 4
12 Q S Q 5	12 K Q 1
13 Q B Q B 3	13 K R K S 1
14 S×S	14 S×S
15 Q K 2	15 S S 3
16 P K S 4	16 P K B 6

17 K R×P	17 Q Q B 4+
18 K R 1	18 P Q B 3
19 K R×K B P	19 R K B 1
20 R×K R P	20 S K B 5
21 Q K 4	21 B S 4
22 Q B Q 4	22 Q Q 3
23 Q B K S 7	23 S K 3
24 B×R	24 Q×B
25 P K R 4	25 P Q S 4
26 B×S	26 B B 3
27 B K B 5	27 Q Q 3
28 P Q B 3	28 R S 1
29 P K S 5	29 P Q B 4
30 K S 1	Resigns.

Chess in Macon, Georgia.

GAME No. 706. (Musio Gambit).

Play the first eleven moves as in game 705, then

S. Boykin.	A. F. Wurm.
12 R K 4	12 Castles
13 Q B×K B P	13 B×B
14 R×B	14 Q Q B 4+
15 K R 1	15 S K 4
16 B×P+	16 R×B
17 Q S 3+	17 K B 1?
18 R×R+	18 S×R
19 S K 4	19 Q Q 4
20 S S 5	20 S B 4
21 S×R P+	Resigns.

because a Q has to be sacrificed, and White can then win with pawns on King's side.

Chess in Dubuque.

GAME No. 707. (King's Gambit.)

Trumbull.	Welsh.
1 P K 4	1 P K 4
2 P K B 4	2 P×P
3 K S B 3	3 P Q 3
4 B B 4	4 B K S 5
5 Castles	5 K S B 3
6 P Q 3	6 P K S 4
7 Q S B 3	7 P Q B 3
8 Q K 1	8 B×S
9 R×B	9 B K 2
10 P K 5	10 P×P
11 Q×P	11 P K R 3
12 Q B×K B P	12 P×B
13 R×P	13 Q S Q 2
14 Q K 2	14 Q Q B 2
15 Q R K B 1	15 P Q S 4
16 B S 3	16 Q Q 3
17 S K 4	17 S×S
18 Q×S	18 S K B 3
19 R×S	19 Q Q B 4+
20 K R 1	20 K Q 2
21 R×K B P	21 Q R K 1
22 Q K S 4+	22 K Q B 2
23 P Q R 4	23 P Q R 3
24 Q B 4+	24 K Q S 3
25 P R 5+	25 K×P
26 Q B 7+	26 Q S 3
27 R R 1+	27 B R 6
28 R×B+	28 K S 5
29 P B 3+	29 K B 4
30 P Q 4 mates.	

GAME No. 708. (Two S's Defense).

Brownson.	Dr. Knapp.
1 P K 4	1 P K 4
2 S K B 3	2 S Q B 3
3 B Q B 4	3 S K B 3
4 S K S 5	4 P Q 4
5 P×P	5 S×P
6 S×K B P	6 K×S
7 Q K B 3+	7 K K 3
8 S Q B 3	8 S Q 5
9 B×S+	9 K K 2
10 Q K B 7+	10 K Q 3
11 S K 4 mates.	

PROBLEM DEPARTMENT.

Conducted by F. M. Teed, P. O. Address, 352 West 15th St., New York, N. Y.

☞ All correspondence and contributions for this Department should be addressed as above, except Solutions to published Problems, which, until further notice, should be sent to CHESS JOURNAL, P. O. Box 2157, Dubuque, Iowa.

To Correspondents.

F. W. MARTINDALE.—Thanks. They are all good, this time.

W. R. HALE.—Mr. B. pleads innocent. Now send something for him to take his revenge upon.

D. JÆGER.—Sound, we think, and so published.

W. H. RHAUN.—The self-mate is held over for our next No.

JOSEPH SINGER.—Solutions should be sent as per notice at the head of this department. We have returned several diagrams, as requested.

R. H. SEYMOUR.—There are several problem composers at the "Hub." Please stir them up a little.

C. BECKER.—We wrote you on the 17th ult.

C. H. WHEELER.—The new problems are received, and filed for examination.

J. G. NIX.—The problems are received, and we will report upon them next month.

Problem No. 45 is taken from "English Chess Problems," and has been highly praised in England. No. 51 was published anonymously some years ago. Can any of our readers give the author's name?

We must own up. Mr. Wheeler sent two versions of No. 38, and we published the one with three solutions.

Two-movers, besides being "stepping stones to the more difficult positions in three moves and upwards," afford, in themselves, a most fascinating RECREATION for those who cannot possibly spare the very considerable time required for the study of even three-move positions, not to speak of four and five movers. It may be said that many three-movers are easier than some two-movers, and that may be quite correct; but the difficulty is, that a busy man who can spare only a few minutes each day for indulging in his favorite pursuit, does not like to tackle a problem which may POSSIBLY tax his ingenuity for hours before he can solve it. Such a man (and there are many such) naturally prefers a position which he knows cannot take him more than, say half an hour at the outside, even from the diagram alone.—J. Paul Taylor, in the Huddersfield College Magazine.

Unfortunately, in many cases we cannot commend the tendencies of American Tournaments. We generally find the demand for two-movers—not especially the self-mates in two moves, for they permit more scope of combination,—a demand which rather injures than benefits the nurture of true problem composition. What

can be done in a two-move problem where the defense has only one move at his command? Can such a problem already show the perfection of a work of art? In two-movers we regularly have a position before us in which the want of beauty, elegance or difficulty is scarcely concealed by some witticism—intended for the beginner,—or by variations patched on by means of a greater expenditure of pieces. The mate-position is of very little importance now-a-days, for beautiful ones will hardly be discovered hereafter. The variety, only, will give rise to beauty and difficulty. What, then, is the object of such a mass of two-movers? To excite interest in problem composition generally? That would be an impossibility, to form lovers by compositions which do not show, nor allow one to suspect, the possibilities of the true art of problem composition. Truly no one will believe that it shows an advance in the art when such "problems" are produced as those of the Lebanon Herald Tournament. If two-movers are intended as bait for amateurs, then may at least every editor, every Tourney-projector, endeavor to make, as soon as possible, a transition to three-movers, with which the true art of problem composition really commences.—J. Berger, in the Deutsche Schachzeitung.

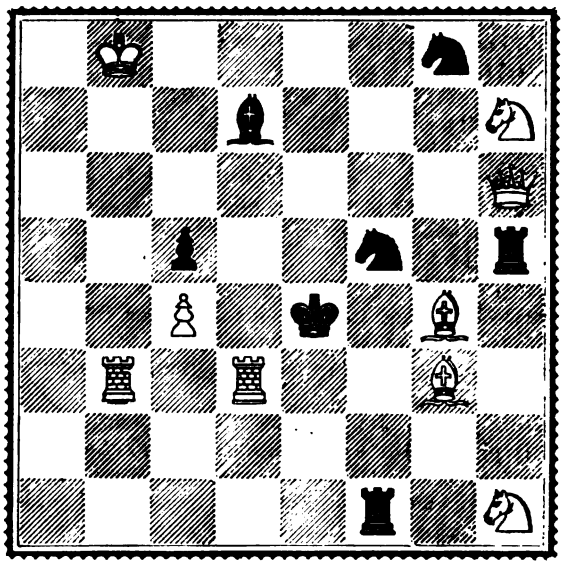
The two foregoing extracts make rather interesting reading, taken together. For the JOURNAL, we quote that old couplet—Chacun a son gout: Le marchand vend tout.

Beginning with January, we shall hereafter give a monthly prize of three dollars, from our exchange list, for the best original problem in each number. The prize problems will be designated, when published, but prizes will not be payable until the expiration of two months, and should any serious flaw be discovered in the interim, of course a new award must be made.

Solutions to the following problems will be given in the February No.:

No. 42. By W. H. Rhaun.

BLACK.

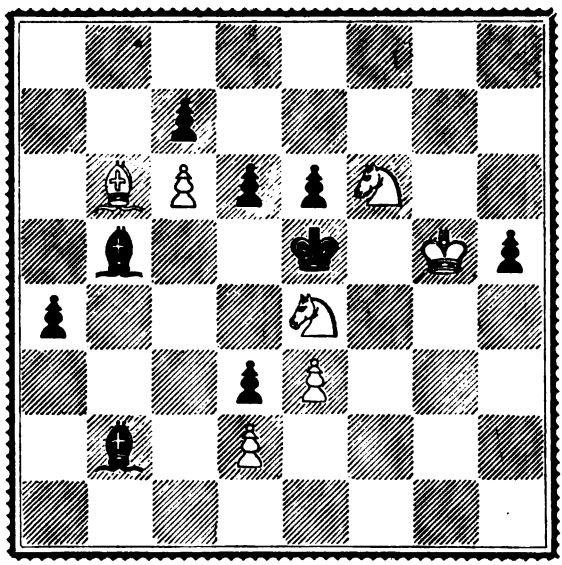


WHITE.

White to play and give mate in two moves.

No. 43. By Daniel Jæger.

BLACK.

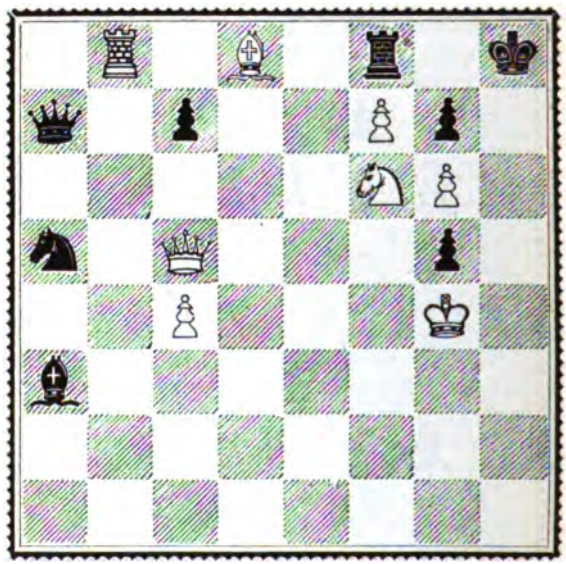


WHITE.

White to play and give mate in two moves.

No. 44. By R. H. Seymour.

BLACK.

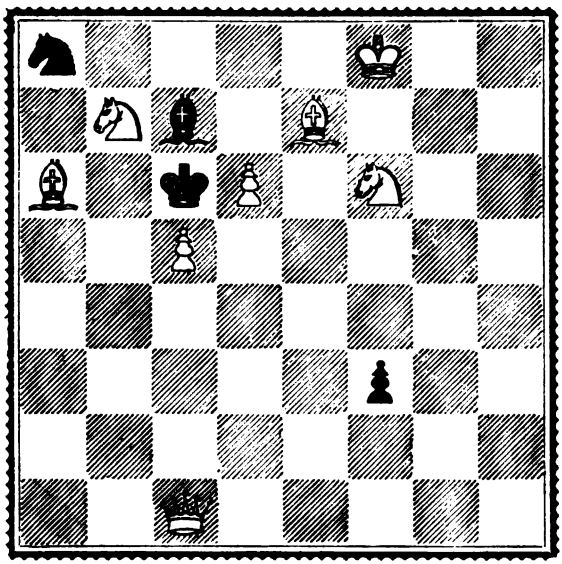


WHITE.

White to play and give mate in two moves.

No. 45. By Rev. A. Cyril Pearson.

BLACK.

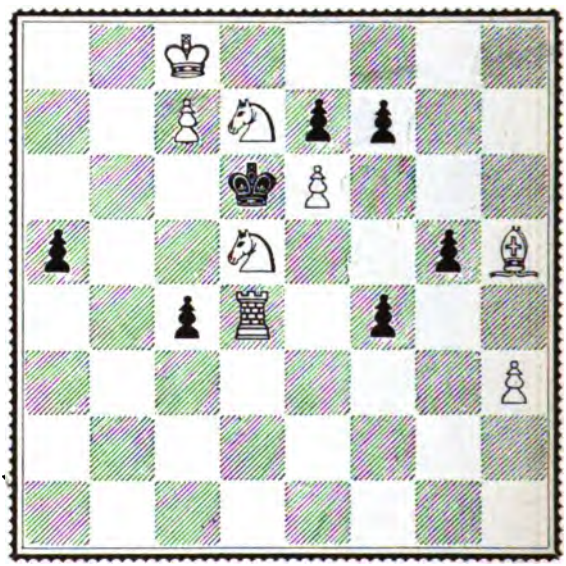


WHITE.

White to play and give mate in two moves.

No. 46. By Geo. E. Carpenter.

BLACK.

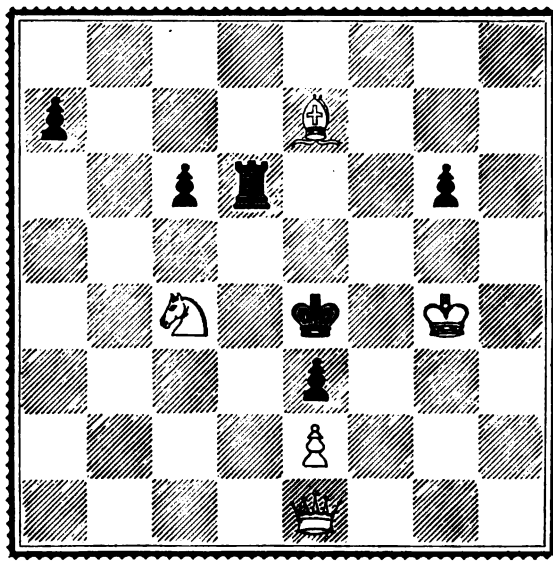


WHITE.

White to play and give mate in three moves.

No. 47. By F. W. C. Crane.

BLACK.

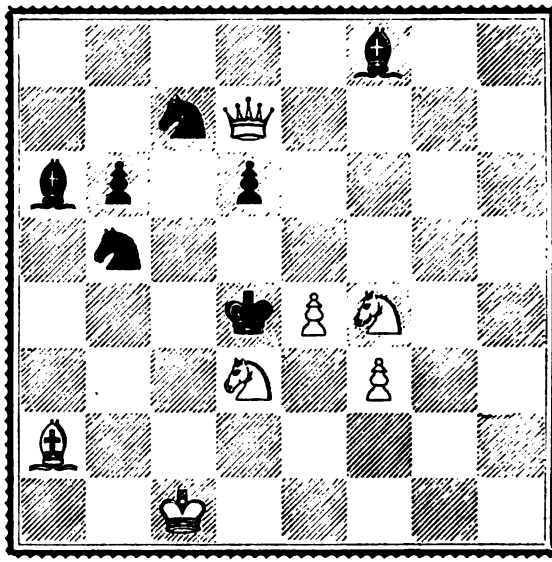


WHITE.

White to play and give mate in three moves.

No. 48. By O. F. Jentz.

BLACK.

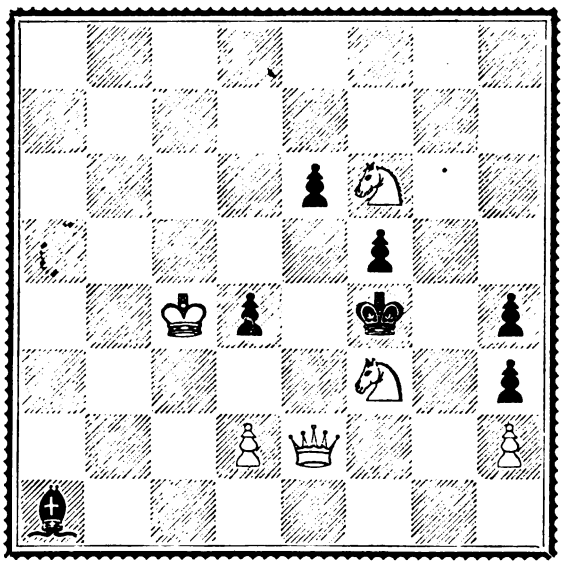


WHITE.

White to play and give mate in three moves.

No. 49. By F. W. Martindale.

BLACK.

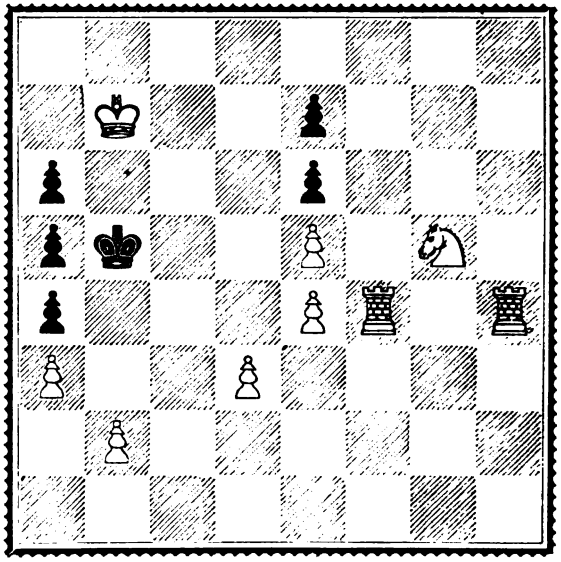


WHITE.

White to play and give mate in four moves.

No. 50. By G. Breitenfeld.

BLACK.

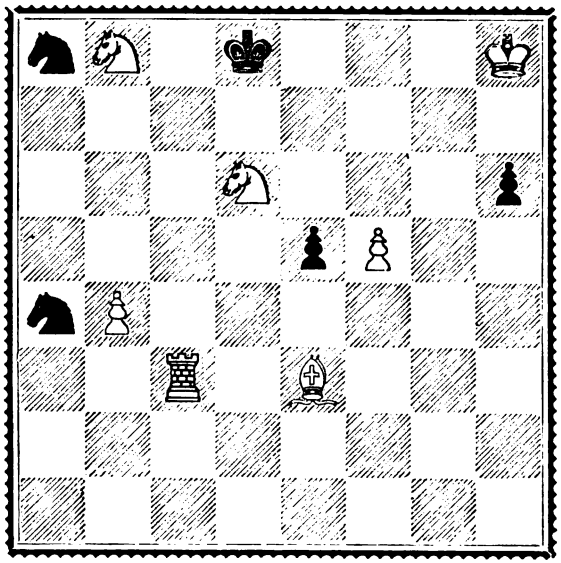


WHITE.

White to play and give mate in four moves.

No. 51. By ?

BLACK.

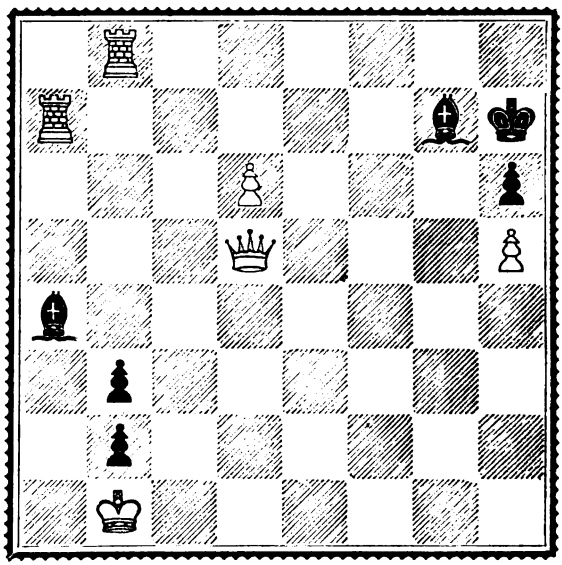


WHITE.

White to play and give mate in four moves.

No. 52. By C. H. Wheeler.

BLACK.



WHITE.

White to play and compel self-mate in two moves.

Solutions.

22	Q K 1		23	Q Q S 1
24	R K B 4		25	B K S 1
26	1 R Q R 3	P×R		2 S B 3++
	———	P S 6		K R K B 3
	———	P Q 5		S K 3+
27	1 K Q 2	K —		2 Q K S 8+
28	1 B K S 1	B×R!		2 R B 8+
29	1 R K 4	K×B		2 Q Q 4+
	———	R Q R 5		Q K R 5+
30	1 R Q 5	S R 1 or 3		
	2 R S 7	S —		3 R×S
31	1 S Q 3+		K Q B 5	
	2 S Q S 4+		R K 7	
	3 K×P+		B K 5	
	4 R K B 4		P Q 4	
	5 K K S 4		P Q 5	
	6 Q K 6+		B Q 4	
	7 K B 5		B×Q±	

Reviews--October Problems.

No. 22. Quite difficult; so many plausible attacks.—F. W. C. Crane. The mate is effected in such a quiet way as to throw the veteran solver off his guard, and set him looking all over for the move a tyro would play instantly.—P. J. Doyle. The most difficult two-mover that I have seen for some time.—John G. Nix. By placing the White P at K 5, upon K 6, the problem is much improved.—W. H. Rhaun. The key easy on account of White S requiring protection.—R. H. Seymour.

No. 23. Considerably below the author's average.—F. W. C. C. Very difficult; all the difficulty arising from the attempt to solve the conundrum, "Why an old stager like Wheeler trotted out such a nag."—P. J. D. A babyism.—W. H. R. Is this a joke?"—R. H. S.

No. 24. A pretty problem.—Bert Berry. Fair.—F.

W. C. C. Pretty.—P. J. D. The idea of this has an ancient odor.—W. H. R. Gambit Problem No. 1 (a la Barbe), rather easy.—R. H. S.

No. 25. It seems incredible (?) that the intimidated King can be mated by the five pieces and four pawns. But so it is.—F. W. C. C. The spider crawls back, leaving the fly plenty of room, and ah! how nicely he is caught.—P. J. D. Very ingenious.—W. H. R. Decidedly unique.—R. H. S.

No. 26. One of Mr. Shinkman's best.—B. B. A really good problem, besides its symmetry.—F. W. C. C. Not difficult, but elegant.—P. J. D. Very clever.—W. H. R. Gambit Problem No. 2. Quite hard and characteristic.—R. H. S.

No. 27. One of the author's best.—F. W. C. C. Like No. 22, this seems calculated to puzzle regular solvers.—P. J. D. The most difficult direct mate of the month.—J. G. N. A dual, after 2 Q S 8 ch, K R 5, 3 S B 3 or S 2 mate. Otherwise very good.—W. H. R.

No. 28. Good—troublesome to a beginner.—B. B. A very neat version of an old idea.—F. W. C. C. This is very neat indeed.—P. J. D. Fine, well calculated to puzzle.—W. H. R. Quite a difficult and ingenious puzzle.—R. H. S.

No. 29. Medium to fair.—F. W. C. C. Very easy; however, there is great encouragement to hunt for second solutions, which are generally avoided by close shaves.—P. J. D. Very imperfect.—W. H. R. Gambit Problem No. 3. A good, sharp, barbe-d arrow.—R. H. S.

No. 30. Boiled down, it is simply, capture the runaway in three moves, and he does it nicely.—F. W. C. C. The necessity for capturing the S in the field is seen at once, and the MODUS is soon found.—P. J. D. An old idea, "strangely habited."—W. H. R. Sir Knight must be caught, but just how, is quite perplexing.—R. H. S.

No. 31. A must determined FELO-DE-SE.—F. W. C. C. Always good, but working backward is not to my taste.—R. H. S.

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Solution List.

F. W. C. Crane, of New Jersey	218	Problems
L. W. Mudge, of New Jersey	199	"
R. L. C. White, of Tennessee	172	"
W. R. Hale, of South Carolina	133	"
Louis Boisot, of Iowa	129	"
P. J. Doyle, of New York	106	"
J. G. Nix, of Tennessee	97	"
W. H. Rhaun, of Pennsylvania	51	"
Emanuel Barbe, of Illinois	43	"
C. F. Stubbs, of New Brunswick	13	"
L. T. Brown, of New Jersey	13	"
Bert Berry, of Illinois	10	"
C. H. Wheeler, of Illinois	9	"

All others as per previous lists.

☞ The prize for this No. 82, five dollars in any thing from our Exchange List, is hereby awarded to F. W. C. Crane, of New Jersey. His score is now cancelled, and the others remain to be added to the solutions given in our next number.

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